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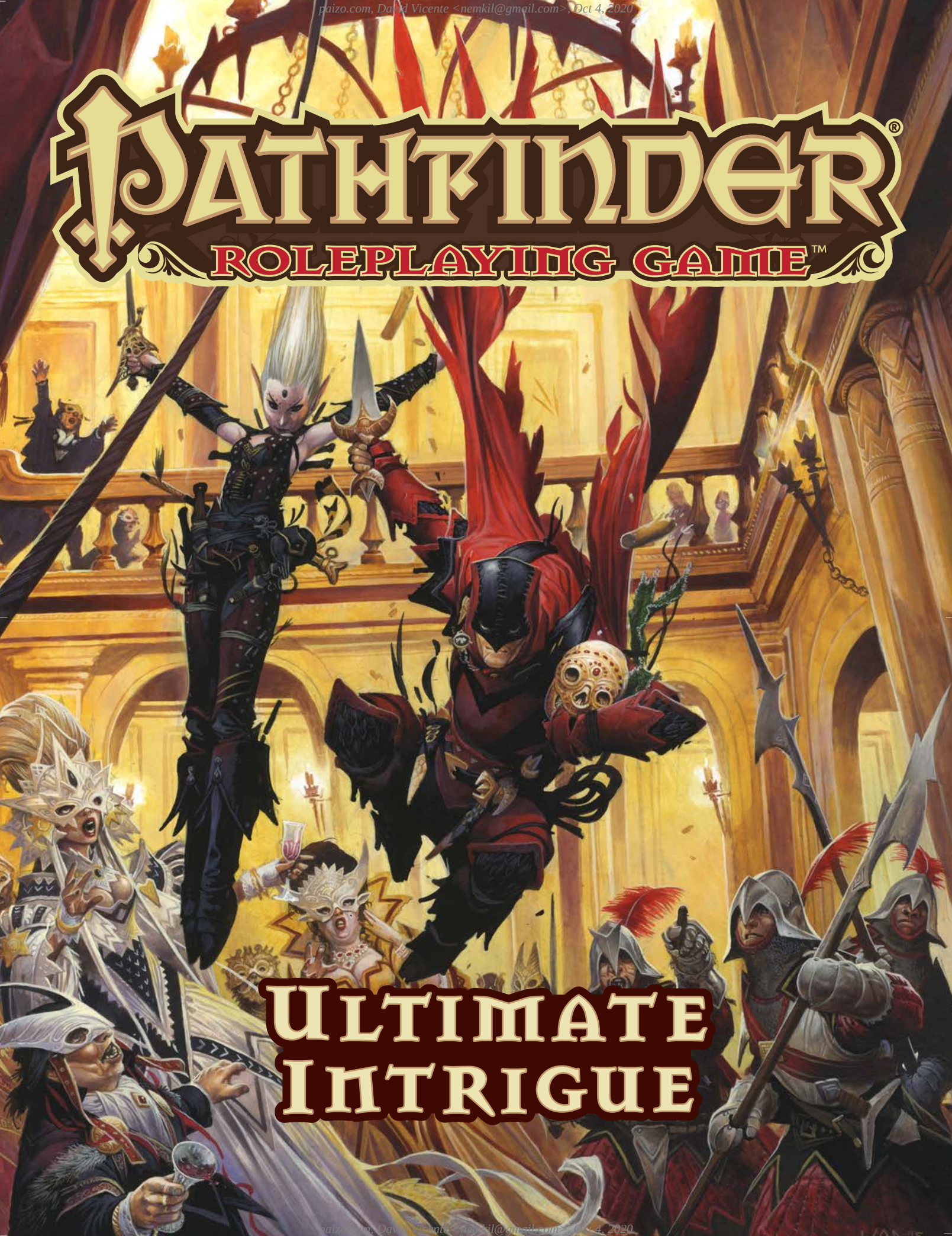

Ultimate Intrigue

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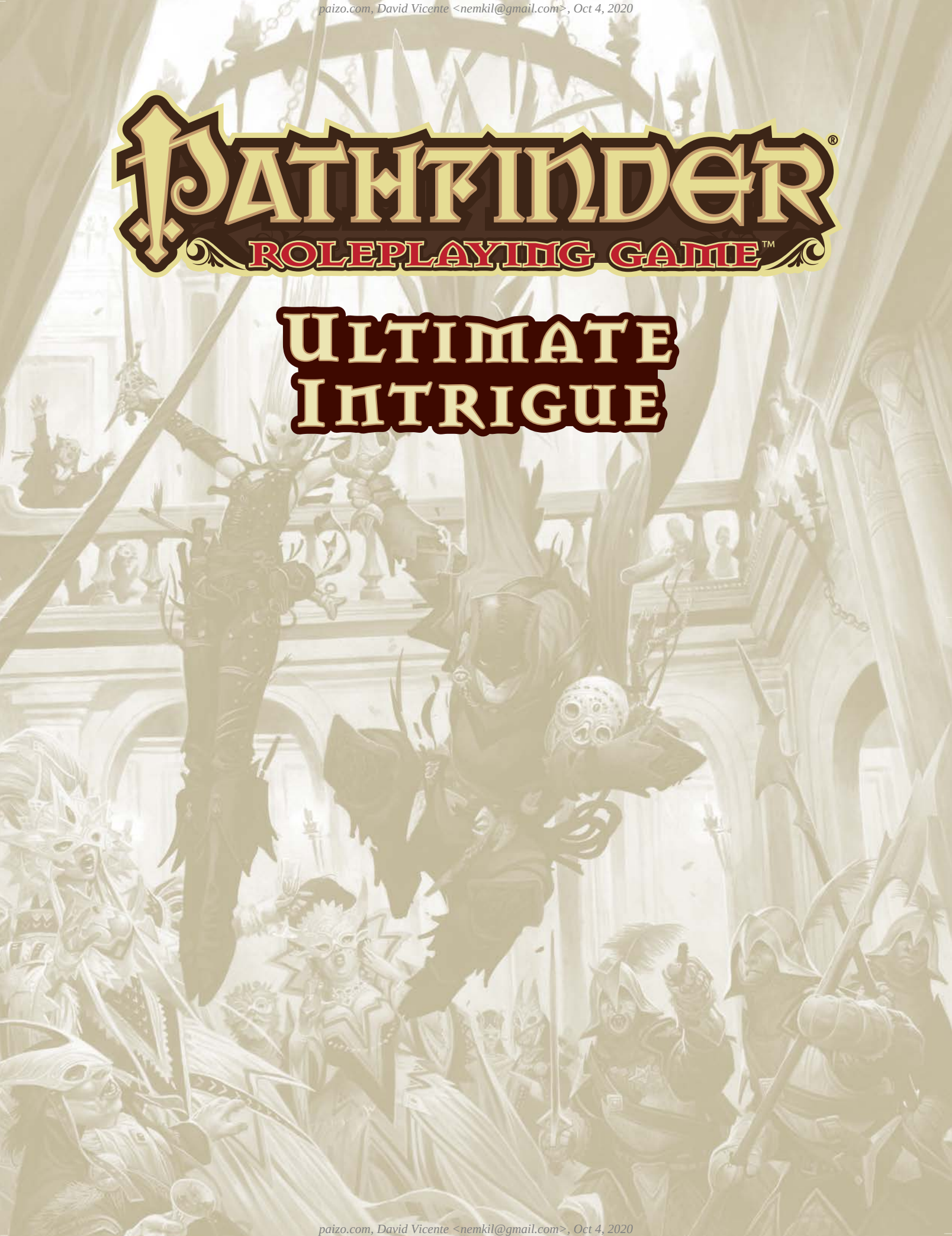

Ultimate Intrigue

paizo.com, David Vicente <nemkil@gmail.com>, Oct 4, 2020

paizo.com, David Vicente <nemkil@gmail.com>, Oct 4, 2020

Pathfinder Roleplaying Game: Ultimate Intrigue

Credits

Lead Designer • Jason Bulmahn
Designers • Logan Bonner, Stephen Radney-MacFarland, and Mark Seifter
Authors • Jesse Benner, John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, Robert N. Emerson, Amanda Hamon Kunz, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Mikko Kallio, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alexander Riggs, David N. Ross, David Schwartz, Mark Seifter, and Linda Zayas-Palmer

Cover Artist • Wayne Reynolds
Interior Artists • David Alvarez, Subroto Bhaumik, Milivoj Ceran, Tomasz Chistowski, Felipe Escobar, Mariusz Gandzel, Nicholas Gregory, Kent Hamilton, Mikaël Léger, Daniel López, Jaime Martinez, Mark Molnar, Emiliano Petrozzi, Roberto Pitturru, Maichol Quinto, Bryan Sola, Bryan Syme, and Konstantin Vavilov

Editor-in-Chief • F. Wesley Schneider
Creative Director • James Jacobs
Executive Editor • James L. Sutter
Senior Developer • Rob McCreary
Developers • John Compton, Adam Daigle, Mark Moreland, and Owen K.C. Stephens
Assistant Developers • Crystal Frasier, Amanda Hamon Kunz, and Linda Zayas-Palmer
Senior Editors • Judy Bauer and Christopher Carey
Editors • Thomas Call, Garrett Guillotte, Jason Keeley, Lyz Liddell, Josh Vogt, and Wendy N. Wagner

Managing Art Director • Sarah E. Robinson
Art Director • Sonja Morris
Senior Graphic Designer • Adam Vick
Graphic Designer • Emily Crowell

Publisher • Erik Mona
Paizo CEO • Lisa Stevens
Chief Operations Officer • Jeffrey Alvarez
Director of Sales • Pierce Watters
Sales Associate • Cosmo Eisele
Marketing Director • Jenny Bendel
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Staff Accountant • Ashley Kaprielian
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Software Development Manager • Cort Odekirk
Senior Software Developer • Gary Teter
Project Manager • Jessica Price
Organized Play Coordinator • Tonya Woldridge
Adventure Card Game Designer • Tanis O'Connor
Community Team • Liz Courts and Chris Lambertz
Customer Service Team • Sharaya Copas, Katina Davis, Sara Marie Teter, and Diego Valdez
Warehouse Team • Will Chase, Mika Hawkins, Heather Payne, Jeff Strand, and Kevin Underwood
Website Team • Christopher Anthony, Winslow Dalpe, Lissa Guillet, Julie Iaccarino, Erik Keith, and Scott Spalding

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Based on the original roleplaying game rules designed by Gary Gygax and Dave Arneson and inspired by the third edition of the game designed by Monte Cook, Jonathan Tweet, Skip Williams, Richard Baker, and Peter Adkison.

This game would not be possible without the passion and dedication of the thousands of gamers who helped playtest and develop it. Thank you for all of your time and effort.

Paizo Inc.
7120 185th Ave NE, Ste 120
Redmond, WA 98052-0577
paizo.com

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Introduction

Many challenges adventurers face are best solved not with blades or spells, but through wit and guile. Like the real world, any good fantasy setting runs at least in part on covert manipulations and wily maneuvering, and this book is here to give characters the tools to succeed when simple bloodshed is not the answer. While characters with plenty of skill ranks may be best suited to tackle social challenges that rely on negotiation, deception, and even intimidation, this book provides ways for everyone to participate, from silver-tongued con artists to the brashest barbarians.

Pathfinder RPG Ultimate Intrigue contains the tools for players and Game Masters alike to make intrigue a part of their game. Players can gain new archetypes, skills, feats, and spells to aid them in social situations, while GMs can add verbal duels, social combats, and numerous other challenges to a campaign. *Ultimate Intrigue* is a companion to *Ultimate Combat*, which focuses on the martial aspects of the game, and *Ultimate Magic*, which presents a wide variety of rules for spellcasting characters.

Navigating This Book

Each chapter in this book contains rules grouped by type or theme for ease of reference. The following overview summarizes the new options you'll find in each section. If you're looking for a specific topic, check the index located on page 252.

Chapter 1—Classes: This chapter contains numerous options for characters interested in social challenges and skill-based encounters, beginning with an entirely new class: the vigilante. Living two lives, the vigilante is a character class that is at home both in the courts of kings and the grimy back alleys of thieves and cutthroats. Using a secret identity, the vigilante can live an ordinary life, negotiating with merchants, attending festive balls, and even influencing nobles, all the while hiding a secret life spent fighting against those who would oppose him. The vigilante is a useful class for secret crime-fighters, those who must live under the yoke of oppressive governments or evil regimes, and any others with reasons to hide their identities from their enemies—or even from their allies.

The chapter also includes archetypes for character classes that are more likely to become involved in social challenges and encounters, such as alchemists, bards, cavaliers, druids, inquisitors, investigators, mesmerists, rangers, rogues, skalds, spiritualists, swashbucklers—and, of course, vigilantes. For other classes, specialized archetypes and various alternate class features appear together at the end of the chapter in the Other Class Archetypes section.

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Chapter 2—Feats: From new metamagic feats to feats allowing characters to engage in diplomacy during battle or hide their spellcasting, this chapter offers all characters a chance to excel at intrigue. Many feats presented here let your character do new and interesting things with skills, but there are also new options for more martially inclined player characters, including new combat styles and supporting feats. Lastly, a number of the feats enhance how characters can interact with the various subsystems featured in Chapters 3 and 4, while still granting those characters an edge when they're not in a game using those subsystems.

Chapter 3—Mastering Intrigue: This chapter focuses on rules and advice for adding a new dimension of intrigue to your game. These subsystems allow GMs to use only what they need to enhance their games in specific situations, without the burden of having to learn an entire suite of new rules. This chapter contains overviews of the following topics.

Influence: What does it mean for a character to be in good standing with a group, and what rewards does such status bring? This system allows PCs to earn influence with groups through roleplaying and a careful use of skills, and details what advantages such influence can confer.

Heists: Not every encounter is as straightforward as heroes fighting monsters. Sometimes the PCs need to split up and accomplish multiple goals in tandem for their plan to succeed. This section gives GMs tools and tricks to help pull off these complicated encounters.

Leadership: Expanding on the rules of the Leadership feat, this section presents general guidelines, a handy index of monstrous cohorts, and new rules for gaining the services of a companion at earlier levels.

Nemeses: Monsters come and go, but true villains might constantly return, becoming nemeses. These foes often can't be dealt with through combat, due to their position or power, yet they must still be defeated. This section provides guidelines for adding nemeses to campaigns, plus ways to keep these villains engaging and make them truly memorable.

Pursuit: Longer than a simple chase, a pursuit can take hours or even days to resolve. These rules add interesting twists and turns to long-distance hunts.

Research: Knowledge is power, and uncovering ancient lore should be more dramatic than just a skill check. These rules make research a compelling part of the adventure.

Spells of Intrigue: When a game involves hidden foes, mysterious occurrences, and obscured agendas, a quick spell or two can unravel all of the GM's careful work and planning. This section gives advice on how GMs can account for magic when running intrigue-filled games.

Chapter 4—Social Combat: They say the pen is mightier than the sword, and a duel with words can be as deadly as any battle. This chapter provides different systems for fighting foes with words and skill checks.

Social Conflicts: This system allows a GM to set up encounters, adventures, or even campaigns that see the PCs join a social struggle between various factions.

Book References

This book refers to a number of other Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers who don't have the Pathfinder RPG hardcovers referred to in this book can find the complete rules of these books available online for free at **paizo.com/prd**. The following abbreviations indicate rules elements such as feats, spells, and magic items from other sources.

Advanced Class Guide	ACG
Advanced Player's Guide	APG
Advanced Race Guide	ARG
Occult Adventures	OA
Ultimate Combat	UC
Ultimate Equipment	UE
Ultimate Magic	UM

Verbal Dueling: With characters trading barbs and japes to determine the victor, verbal dueling adds a way to defeat foes with witty banter and searing sarcasm.

Skills in Conflict: The social skills (Bluff, Diplomacy, Disguise, Intimidate, and Sense Motive) are some of the most complicated skills in the game—and for good reason, as they allow characters to change the narrative, alter the truth, and uncover deception. This section gives advice and ideas on how to most effectively use these vital skills in the game.

Chapter 5—Spells: This chapter is full of magical measures and countermeasures to bring the thrill of intrigue to your table. Emphasizing enchantments, divinations, and especially illusions, this chapter presents new spells to help you play mind games with your enemies, from a glamer to make a target seem like he's always lying to one that can disguise a creature's future to foil prediction magic. The chapter also includes a new type of spell—the ruse spell—which does its work while appearing to be another, more innocuous spell. For example, you can use ruse spells to do things like pretend to *resurrect* someone while actually inviting an allied shadow demon to possess the corpse.

Chapter 6—Gear and Magic Items: Replete with magic items, nonmagical gear, and alchemical concoctions, this chapter provides tools for socialites, spies, poisoners, and adventurers who want to add a dash of intrigue to their repertoire. It includes two new easily hidden weapons: the wrist launcher, which shoots tiny darts, and the spring blade. Other items include tools for sending coded messages (like the *code rod*) or concealing items (like the *concealment coin*), weapons that can help you attack undetected (like the *silent sentry crossbow*), items to smooth over social situations (like the *fan of flirting*), and a wide variety of items to improve disguises (like *accent tablets*).

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1 Classes

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"You can't do this!" the killer screamed. "I have friends! The mayor will see you hang if anything happens to me!"

The masked figure drew a long dagger. "That's the whole point, though." He gestured toward his face. "Even if the clerics read your corpse, what will they learn? A man in a mask. I could be one of your victims' friends. I could be the mayor himself. I could be your own father, doing what should have been done long ago. I'm everyone, and so I'm no one."

The woman's eyes went wide as the blade approached the whip. "Okay, no, you're right. You've got me. But I've got money. Magic. I can get you anything you want."

"Anything?" The man tapped his lips. "Well, there is one thing..."

The dagger cut the whip.

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Introduction

While most classes focus either on martial or magical combat, characters of any class can engage in intrigue. Some are certainly more suited than others, but with the right skills and abilities, any character can mingle at the king's ball or haggle with the head of the local thieves' guild. Of course, if intrigue is central to the campaign, characters might consider a more serious investment in class features or even class levels that grant abilities that allow them to more easily navigate such treacherous social waters.

The options presented in this chapter are designed to give characters an edge through class features that directly benefit those who find themselves in dangerous social situations. While not every class is represented, this chapter offers archetypes for classes from the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide*, *Pathfinder RPG Advanced Class Guide*, *Pathfinder RPG Occult Adventures*, and more. In addition, this chapter presents an entirely new class, one that is specialized in the finer arts of intrigue, while still having the ability to fight his way out of trouble.

The Vigilante

Being a renowned hero can be dangerous to your health and prosperity. Fighting against corruption and the evil that lurks within society makes you a target and, even worse, puts your friends and family in danger. For those who must maintain a social persona, being a part of the greater community while secretly fighting against powerful forces within it requires leading a double life. By day, the vigilante maneuvers through society, dealing with other nobles or influential individuals. By night, he dons a disguise and an utterly different set of goals, taking the fight to his foes and solving problems with a blade when words will not suffice.

Game Masters should consider carefully whether or not a vigilante will make for a good fit with their campaign. The class is one that requires a degree of social aptitude and roleplaying to make full use of its potential. Campaigns that focus more on wilderness exploration, travel, or dungeon delving and that are lighter on politics, negotiation, and manipulation might require a vigilante player to put in additional effort to make full use of his class features. Alternatively, a vigilante is uniquely suited to make for a powerful villain, hidden by day behind a mask of civility and a terror at night, free to commit terrible acts without risking discovery.

For players, the vigilante offers a unique opportunity to take on the role of a character with a hidden side, and whose life is committed to a secret agenda that he must struggle to advance in a complex world. Not every problem can be solved with a dagger in the dark, and even the most stubborn foe might be become an ally with the proper bribe. For the vigilante, these tasks are both within reach as long as you learn to properly use your dual nature and hidden skills to your fullest advantage.

Archetypes

Following the vigilante class is a series of archetypes and alternate class features for a wide variety of classes. In this section, organized by class, you will find a number of archetypes for alchemists, bards, cavaliers, druids, inquisitors, investigators, mesmerists, rangers, rogues, skalds, spiritualists, and swashbucklers. Since vigilantes don't have archetypes from previous sources, they receive an extended section packed with archetypes that let you play all sorts of unusual vigilantes, from hulking brutes to mystical scholars. In addition, antipaladins, clerics, gunslingers, hunters, monks, occultists, paladins, slayers, and summoners each receive a single archetype or two, grouped together at the end of the chapter for ease of reference. In that final section, you'll also find the new intrigue oracle mystery and new intrigue-themed kineticist utility talents for each element.

When a character takes levels in a class, he must decide to take the standard class features, or those presented by an archetype. Each archetype replaces specific class features from the parent class, and the choice to take an archetype does not need to be made until the first level that includes a class feature that is altered or replaced.

If an archetype includes multiple class features, a character must take all of them. He cannot decide to leave the archetype and instead take the replaced class features at later levels, unless specifically allowed by the archetype. All other class features of the base class that are not mentioned in the archetype remain unchanged and are acquired normally when the character reaches the appropriate level (unless noted otherwise). A character who takes an alternate class feature does not count as having the class feature that was replaced for the purpose of meeting any requirements or prerequisites.

A character can take more than one archetype and gain additional alternate class features, but none of the archetypes can replace or alter the same class feature from the base class as another alternate class feature.

If an archetype replaces a class feature that is part of a series of improvements or additions to a base ability (such as a fighter's weapon training or a rogue's uncanny dodge), the next time the character would gain that ability, it counts as the lower-level ability that was replaced by the archetype. In effect, all abilities in that series are delayed until the next time the class improves that ability. For example, if an archetype replaces a rogue's +2d6 sneak attack bonus at 3rd level, her sneak attack doesn't jump from +1d6 to +3d6 at 5th level—it instead improves to +2d6 just as if she had gained the increase at 3rd level. This adjustment continues for every level at which her sneak attack would improve until 19th level when it finally reaches +9d6 instead of the +10d6 sneak attack bonus of a standard rogue.

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Vigilante

Life can be unfair. Think of the starving peasants forced to toil for the local baron or the common laborers tasked with building the king's newest palace for a mere handful of copper pieces each week. There are those who see these injustices and do nothing. There are those who are willing to reap the rewards obtained through the suffering of others. Then there are those who see inequality and find themselves driven to take action, outside the law if necessary. These vigilantes operate in plain sight, hiding behind respectable personas by day, but donning alternate guises by night to right the wrongs they see all around them.

Not all vigilantes are out to make the world a better place. Some criminals hide behind the pretense of being ordinary folk, only to become terrors in the shadows, stealing and killing to fulfill some dark agenda. In either case, the vigilante is a character of two natures—the face that everyone knows and the mask that inspires fear.

Role: A vigilante can take on many tasks within a group. Most are skilled at negotiating delicate social situations and courtly intrigue, but they can also serve as stealthy spies or even brutish warriors in dangerous environments.

Alignment: Any.

Hit Die: d8.

Starting Wealth: 5d6 × 10 (average 175 gp).

Class Skills

A vigilante's class skills are Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Knowledge (local) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Survival (Wis), Swim (Str), and Use Magic Device (Cha).

Skill Ranks per Level: 6 + Int modifier.

Class Features

The following are the class features of the vigilante.

Weapon and Armor Proficiency: Vigilantes are proficient with all simple and martial weapons, light armor, medium armor, and shields (except tower shields).

Dual Identity (Ex): A vigilante hides his true identity, allowing him to move about social circles and nobility without carrying the stigma of his ruthless actions. In effect, the vigilante has two identities: one is a polite member of society while the other is a skilled and cunning warrior. To keep up this charade, the vigilante usually has two names: his true name, used in polite company, and his vigilante name, used to strike fear in the hearts of those who oppose him. Knowledge checks about one do not reveal information about the other, unless the vigilante's true identity revealed to the world at large.

The vigilante can start each day in either of his identities, referred to simply as social or vigilante. Changing from one identity to another takes 1 minute and must be done out of sight from other creatures to preserve the vigilante's secret. Changing identities is more than just changing outfits and clothing (although that is certainly a part of it); the process often also involves applying make-up, altering his hair, and adjusting other personal effects. Furthermore, the change is as much a state of mind as of body, so items such as a *hat of disguise* and similar spells and effects that change the user's appearance do not reduce the time required to change identities. Most social talents require the vigilante to be in his social identity, but a vigilante who uses vigilante talents in his social identity risks exposing his secret.

Despite being a single person, a vigilante's dual nature allows him to have two alignments, one for each of his

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Table 1-1: Vigilante

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+2	Dual identity, seamless guise, social talent, vigilante specialization
2nd	+1	+0	+3	+3	Vigilante talent
3rd	+2	+1	+3	+3	Social talent, unshakable
4th	+3	+1	+4	+4	Vigilante talent
5th	+3	+1	+4	+4	Social talent, startling appearance
6th	+4	+2	+5	+5	Vigilante talent
7th	+5	+2	+5	+5	Social talent
8th	+6/+1	+2	+6	+6	Vigilante talent
9th	+6/+1	+3	+6	+6	Social talent
10th	+7/+2	+3	+7	+7	Vigilante talent
11th	+8/+3	+3	+7	+7	Frightening appearance, social talent
12th	+9/+4	+4	+8	+8	Vigilante talent
13th	+9/+4	+4	+8	+8	Social talent
14th	+10/+5	+4	+9	+9	Vigilante talent
15th	+11/+6/+1	+5	+9	+9	Social talent
16th	+12/+7/+2	+5	+10	+10	Vigilante talent
17th	+12/+7/+2	+5	+10	+10	Social talent, stunning appearance
18th	+13/+8/+3	+6	+11	+11	Vigilante talent
19th	+14/+9/+4	+6	+11	+11	Social talent
20th	+15/+10/+5	+6	+12	+12	Vengeance strike, vigilante talent

identities. When in an identity, he is treated as having that identity's alignment for all spells, magic items, and abilities that rely on alignment. For the purpose of meeting a qualification for a feat, class, or any ability, he is only eligible if both of his alignments meet the requirements. A vigilante's two alignments cannot be more than one step from each other on a single alignment axis. For example, a vigilante with a lawful neutral social identity could have a vigilante identity that is lawful good, lawful neutral, lawful evil, neutral, neutral good, or neutral evil. If a vigilante is the target of an effect that would change his alignment, it changes both of his alignments to the new alignment.

Any attempts to scry or otherwise locate the vigilante work only if the vigilante is currently in the identity the creature is attempting to locate (or if the creature knows that the two identities are the same individual). Otherwise, the spell or effect has no effect, revealing nothing but darkness, as if the target were invalid or did not exist.

Seamless Guise (Ex): A vigilante knows how to behave in a way that appears perfectly proper and normal for his current identity. Should anyone suspect him of being anything other than what he appears to be while either in his social or vigilante identity, he can attempt a Disguise check with a +20 circumstance bonus to appear as his current identity, and not as his other identity.

Social Talent: Starting at 1st level, and every 2 levels thereafter, a vigilante gains a social talent. Unless otherwise noted, a talent can be selected only once. Some talents require the vigilante to meet other prerequisites before they can be chosen, such as having another social talent or attaining a minimum vigilante level. Once a talent has been chosen, it cannot be changed.

Any Guise (Su): A vigilante can use his everyman social talent to disguise himself as any specific person, even a king or high priest. Furthermore, if the actual individual wouldn't normally be able to be found via magic (such as by being dead or protected from divinations designed to locate the individual), such divinations always find the vigilante instead. A vigilante must be at least 17th level and have the everyman social talent to select this talent.

Case the Joint (Ex): The vigilante can use his social identity to learn important facts about a location before returning later in his vigilante identity. If he spends at least 1 hour in a location while in his social identity, he can attempt a DC 20 Knowledge (engineering) check. If he succeeds, he gains the ability to later reroll any one failed skill check involving the location's layout (such as a Stealth check to sneak into the location, a Disable Device check to disable an alarm, or a Sleight of Hand check to snatch an object from a pedestal). For every 10 by which the check exceeds 20, the vigilante gains an additional reroll. If the vigilante fails to return to the location within 1 week, the situation changes too much and he cannot use the rerolls. A vigilante can't case the same joint more than once a week.

Celebrity Discount (Ex): The vigilante's social identity is popular enough to receive discounts in his area of renown. Whenever he buys an item in his area of renown that costs 500 gp or less, he can buy it at 90% of the market price,

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rather than the full price. If he has the great renown social talent, the gp limit increases to 2,000 gp, and if he possesses the incredible renown social talent, the gp limit increases to 8,000 gp. A vigilante must be at least 3rd level and have the renown social talent to select this talent.

Celebrity Perks (Ex): The vigilante is a celebrity in his area of renown, and adoring fans are all too eager to shower him with the fundamental necessities. While within his area of renown, he can always receive common meals or lodging (worth up to 1 gp per meal or night) for free, and can avoid paying taxes or bribes of 1 gp or less. If he wants a particular nonmagical item worth 1 gp or less, he can spend 1d10 minutes interacting with people in his area of renown to receive the item from a fan (if he ever sells such a gift from a fan, he loses this social talent permanently). If he has the great renown social talent, he can receive gifts of up to 5 gp, receive fine food and lodgings (worth up to 10 gp per meal or night) for free, and avoid paying taxes or bribes of 10 gp or less. If he has incredible renown, he can receive gifts of up to 25 gp, receive exquisite food and lodgings (worth up to 100 gp per meal or night) for free, and avoid paying taxes or bribes of 100 gp or less. A vigilante must be at least 5th level and have the renown social talent to select this talent.

Double Time (Ex): The vigilante's social identity is that of a skilled and respected artisan or professional, rather than a merchant or noble. In order to complete his day's work while still continuing his vigilante activities, he has learned to work faster than normal, hiding his progress so it seems like he is working full shifts at his day job rather than spending some of that time on other pursuits. The vigilante needs to spend only 6 hours each day for mundane uses of the Craft or Profession skill, rather than 8 hours. If he has the social grace social talent, he needs to spend only 4 hours for any skill he's chosen with social grace. A vigilante must have a social identity appropriate to the chosen skill to select this talent.

Everyman (Su): The vigilante can take on the appearance of a specific individual whenever he assumes a mundane guise using his many guises social talent. The individual must be a farmer, laborer, or peasant. While disguised as this individual, the vigilante receives a +20 circumstance bonus on Disguise checks to appear as that individual. Any spell or ability designed to locate the individual has a 50% chance of finding the vigilante instead of the actual individual, and divination spells and abilities used on the vigilante give results as if he were the actual individual. Although this doesn't grant the vigilante any special knowledge of the individual, the vigilante's training grants him a +10 circumstance bonus on Bluff checks to properly play the part of the individual. A vigilante must be at least 11th level and have the many guises social talent to select this talent.

Feign Innocence (Ex): The vigilante's social identity seems so innocent that it is hard to believe he was involved in wrongdoing. Within his area of renown, this provides a nonmagical effect identical to the *innocence*[APG] spell. A vigilante must be at least 5th level and have the renown social talent to take this talent.

Gossip Collector (Ex): The vigilante sits at the center of a web of gossip, granting him access to the latest scuttlebutt with baffling speed. Whenever the vigilante is presented with a topic about which he would normally need to spend 1d4 hours to gather information, he must spend only 1d2 hours instead. If he has the renown social talent and gathers the information in his area of renown, he must instead spend only 1d4 × 10 minutes, and if he beats the DC to gather a piece of information by 20 or more, he knows that piece of information without spending any time at all; he has simply already heard that gossip. This ability doesn't allow him to gather information that isn't available in the locale he is canvassing, even if that locale is his area of renown.

Great Renown (Ex): The vigilante is known on a broader scale. He can gain renown in a single community of up to 5,000 individuals (a large town) or up to two communities of no more than 2,000 individuals each (two small towns). The bonus while he is in his social identity remains unchanged, but the circumstance bonus on Intimidate checks from his renown social talent while he is in his vigilante identity increases to +6. A vigilante must be at least 7th level and have the renown social talent to select this talent.

Immediate Change (Ex): The vigilante can change identities as a move action, and he no longer needs to spend extra time to adjust his appearance and persona. A vigilante must be at least 13th level and must have the quick change social talent to select this talent.

In Vogue (Ex): The vigilante's crafting or professional business is always at the height of the local trends, allowing the vigilante to gain more profits than usual. Goods he crafts with a Craft skill he chose with social grace are worth 1/3 more gp than normal due to his celebrity, without increasing the cost to create. Whenever he uses a Profession skill he chose with social grace to make money, he makes twice as much money. A vigilante must be at least 5th level and have both the double time and social grace social talents to take this talent.

Incredible Renown (Ex): The vigilante is incredibly famous in both identities. He can gain renown in a single community of up to 25,000 individuals (a large city) or up to two smaller cities of no more than 10,000 individuals each (two small cities). The bonus while he is in his social identity remains unchanged, but the circumstance bonus to Intimidate from his great renown social talent while in he is in his vigilante identity increases to +8. A vigilante must be at least 11th level and have the great renown social talent to select this talent.

Instant Recognition (Ex): The vigilante is so well known that his name precedes him, even to other communities. It only takes 4 hours of effort to get the word out to transfer his renown benefits to a new community. A vigilante must be at least 13th level and have both the incredible renown and triumphant return social talents to select this talent.

Loyal Aid (Ex): The vigilante gains the service of a number of loyal allies who can help him gather information, cover

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for his two identities, or perform minor tasks. Inside his area of renown, a vigilante with this talent gains a bonus on Diplomacy checks to gather information equal to half his vigilante level.

In addition, if the vigilante wants, he can task his friends to help cover for him by spreading false tales of his location and activities to others. This has the effect of increasing the DC of Diplomacy checks to gather information about the vigilante and Survival checks to track him by an amount equal to his level. This lasts for 1 day, and can be used only once per week.

Finally, once per day, the vigilante can ask his allies to perform a minor task for him. This usually involves delivering a message, purchasing a piece of mundane gear worth 100 gp or less (which the vigilante must pay for), or retrieving an object owned by the vigilante (that would be easily accessible by the ally). This task might take other forms as well, subject to GM discretion, but can never involve combat or danger. A vigilante must be at least 3rd level and have the renown social talent to select this talent.

Many Guises (Ex): The vigilante can take on any number of mundane guises. Whenever he changes his identity, he has a third option (instead of social or vigilante): he can become mundane. The mundane identity is not a specific individual. Each one is created at the moment it is assumed, and quickly forgotten as soon as it is removed. While in a mundane identity, the vigilante does not gain the benefit of either his social or vigilante identity, but instead appears as a member of his race, usually a common laborer, farmer, or peasant of any gender. His alignment is treated as neutral when he is in his mundane identity. While in this identity, he receives a +20 circumstance bonus on Disguise checks to appear like an ordinary member of his race. Spells and abilities that are looking for the vigilante in either of his other identities fail while he is in his mundane identity. He must build the appearance for this identity using whatever clothing and tools he has at his disposal. While he can use magic (such as a *hat of disguise*), his mundane identity can never be anything other than an ordinary member of a society or large group (subject to GM discretion). A vigilante must be at least 5th level to select this talent.

Mockingbird (Ex): The vigilante can mimic almost any sort of voice, or even animal calls and sound effects, and he can throw his voice at a distance. This functions similarly to a combination of the *ghost sound*, *ventriloquism*, and *vocal alteration*[UM] spells. A vigilante must be at least 5th level to choose this talent.

Quick Change (Ex): The vigilante learns to shift between his identities with ease. Instead of needing 1 minute to change his identity, he can now do so as a full-round action. If, after a quick change, he encounters any creature familiar with both of his identities, he must attempt a Disguise check to avoid the creature seeing through his hastily donned disguise and realizing that the identities are, in fact, the same person. The vigilante can spend 1 additional round adjusting and perfecting his appearance and persona to negate the need for this check. A vigilante must be at least 7th level to select this talent.

Renown (Ex): The vigilante becomes known for deeds and abilities regardless of his current identity. This renown grants him favorable treatment in civilized company and lends him an air of menace while facing down his enemies.

While he is in his social identity, a vigilante can spend 1 week gaining renown among the locals of any community of no more than about 200 individuals (a village, if using settlement population ranges on page 203 of the *Pathfinder RPG GameMastery Guide*). This could be the entire community or a smaller neighborhood in a larger settlement. He must spend at least 4 hours each day socializing and making contacts. After spending 1 week doing this, whenever he is in his social identity, all NPCs in the community have a starting attitude toward him that is one category better, as long as each person's initial attitude would have at least been indifferent (see the Diplomacy skill description on pages 93–94 of the *Pathfinder RPG Core Rulebook* for more information).

While he gains renown in an area using his social identity, he also spreads rumors and tales about his vigilante identity. Once he has gained renown in a community, he gains a +4 circumstance bonus on Intimidate checks whenever he is in his vigilante identity. This bonus applies only while he is near the community in which he has gained renown; he must be within a number of miles equal to his vigilante level.

A vigilante can hold renown in a limited number of communities (normally one, with other social talents allowing two). If he gains renown in a new community, he must decide which one of his previous communities to lose. These effects are subject to GM approval. For example, the GM might rule that an NPC or monster has not heard any tales about the vigilante. Or, a foe may have a starting attitude toward him that's one category worse, rather than one category better.

Safe House (Ex): The vigilante can establish a safe house in his area of renown, and he can change it every time he changes his area of renown. If he doesn't have the renown talent, he can still select this talent and place the safe house in a single location to which he has access, but he can never move the safe house from its initial location until he gains the renown talent. This safe house must be an area no larger in volume than a cube that is a number of feet per side equal to 10 feet per vigilante level. The safe house can be arranged any way he likes and it can be part of a larger building, like a secret room or an underground cave. Objects within this safe house can't be located by any effect that is less powerful than a *discern location* spell. At 7th level, this protection from being located also applies to creatures in the safe house. At 13th level, the entire area is protected from scrying effects (though not mundane snooping) like a *mage's private sanctum*.

Social Grace: The vigilante selects any one Intelligence-, Wisdom-, or Charisma-based skill other than Perception or Use Magic Device. Whenever the vigilante is in his social identity, he receives a +4 circumstance bonus on

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checks with the selected skill. At 5th level and every 4 levels thereafter, he can select another skill (with the same restrictions) to gain this bonus.

Subjective Truth (Ex): The vigilante's disparate identities allow him to defeat magic that detects lies. As long as what he says is true from the point of view of his current identity, it detects as true to effects such as *discern lies*, and he can say it in effects such as *zone of truth* that force him to speak the truth. A vigilante must be at least 9th level and have the feign innocence social talent to select this talent.

Triumphant Return (Ex): The vigilante's tales are never truly forgotten. This makes it easier to establish his renown in a place he has established it before. In any settlement where the vigilante previously gained renown, it takes only 3 days, rather than 1 week, to gain renown again. A vigilante must be at least 3rd level and have the renown social talent to select this talent.

Vigilante Specialization (Ex): At 1st level, a vigilante must choose to be either an avenger or a stalker.

An avenger gains a base attack bonus equal to his vigilante level instead of using those listed on Table 1–1. He adds this value to any other base attack bonus gained from other classes or racial Hit Dice as normal.

A stalker gains an ability called hidden strike, which allows him to deal an extra 1d8 points of precision damage on melee attacks (or ranged attacks from within 30 feet) against foes who are unaware of his presence, who consider him an ally, or who are made flat-footed by startling appearance (see page 17). This extra damage increases by 1d8 at 3rd level and every 2 vigilante levels thereafter. A stalker vigilante can also deal hidden strike damage to a target that he is flanking or that is denied its Dexterity bonus to AC, but in these cases, the damage dice are reduced to d4s. A stalker can deal hidden strike damage against targets with concealment (but not total concealment).

Once this choice is made, it can't be changed. While many vigilante talents are usable by both specializations, some are unique to each specialization. A stalker vigilante can apply only one talent marked with an asterisk (*) to a given hidden strike, and only when that hidden strike is dealt against a foe that is unaware of the stalker vigilante's presence (or who considers him an ally), unless otherwise noted.

Vigilante Talent: Starting at 2nd level and every 2 levels thereafter, a vigilante gains a vigilante talent. Unless otherwise noted, a talent can be selected only once. Some talents require the vigilante to meet prerequisites before they can be chosen, such as possessing another vigilante talent, possessing a particular specialization, or attaining a minimum level. Once a talent has been selected, it can't be changed.

If the vigilante uses any of these talents while in his social identity, he must succeed at a Disguise check against the Perception checks of all onlookers (without the +20 circumstance bonus from seamless guise) or the onlookers will realize that he is more than his social identity appears to be and perhaps discover the social and vigilante identities are one and the same. If a talent calls for a saving throw, the DC for that save is equal to 10 + 1/2 the vigilante's level + the vigilante's Charisma modifier, unless stated otherwise.

Another Day (Ex, Su): When the vigilante is dropped unconscious due to hit point damage, he automatically stabilizes, but he can also appear to be dead, unless an examining creature succeeds at a Heal check (DC = 20 + the vigilante's class level) or, if using magic such as *deathwatch*, a caster level check with the same DC (the ability to affect spells is supernatural; the rest of the ability is extraordinary). The vigilante counts as having received aid and automatically succeeds at the Constitution check to become conscious after 1 hour (unless he has actually died in the meantime).

Armor Skin (Ex): The vigilante's armor is like a second skin. He doesn't apply the armor check penalty for light and medium armor on Acrobatics, Escape Artist, or Stealth checks. This penalty applies on other skill checks as normal. At 8th level, he can move at full speed in medium armor.

Blind Spot (Ex): The vigilante is so skilled at stealth, he can use the Stealth skill to hide from creatures with unusual senses that normally automatically detect creatures. This includes senses such as blindsense, blindsight, lifesense, scent, or tremorsense. For each such ability that the creature possesses, if the vigilante is not bypassing the sense in another way—such as the *negate aroma*[APG] spell for scent or flying for tremorsense—the creature gains a

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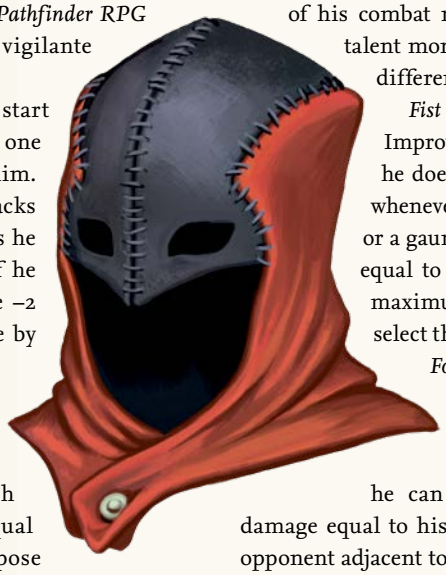
stacking +20 circumstance bonus on all Perception checks to notice the vigilante, rather than automatically noticing the vigilante. Only a stalker vigilante of at least 6th level can select this talent.

Chase Master (Ex): Whether he is the pursuer or the pursued, few can best a vigilante at a chase. He receives a bonus on all checks during a chase (*Pathfinder RPG GameMastery Guide* 232) equal to half his vigilante level or +4, whichever is greater.

Close the Gap (Ex): Each round, at the start of his turn, the vigilante can designate one foe within 20 feet that isn't adjacent to him. When he moves, he doesn't provoke attacks of opportunity from that foe as long as he ends his move adjacent to that foe. If he charges that foe, he does not take the –2 penalty to his AC on any attacks made by the designated foe.



Combat Skill (Ex): The vigilante gains any one combat feat as a bonus feat. He must meet the prerequisites for this feat, but he is treated as though he had a number of fighter levels equal to half his vigilante level for the purpose of qualifying for this feat. Only an avenger vigilante can select this talent, but he can select this talent more than once; each time he must select a different feat.

Cunning Feint (Ex): The vigilante can feint as a move action or in place of his first attack during a full attack. At 8th level, when the vigilante successfully feints, the opponent is denied its Dexterity bonus to AC against all attacks until the vigilante's next turn.

Environment Weapon (Ex): When the vigilante gains this talent, he must select one type of terrain from the ranger's list of favored terrains. While in this terrain, as a swift action the vigilante can find an improvised weapon if there are any loose or moveable objects around (subject to the GM's discretion). He doesn't take a penalty for using these improvised weapons. For example, if the vigilante selected the urban environment, he might attack a foe with a chair, an empty bottle, or even a door. At 5th, 10th, 15th, and 20th levels, the vigilante can select an additional type of terrain.

Evasive (Ex): The vigilante is hard to catch with area attacks. He gains the evasion ability, and at 12th level, he gains the improved evasion ability. Only a stalker vigilante can select this talent.

Expose Weakness (Ex): The vigilante is able to use sneaky tricks to make it easier to damage a foe, whether it is throwing a bit of fine dust of cold iron over a fey creature or melting a glob of silver onto a lycanthrope's hide. The vigilante can add the ability to reduce a creature's damage reduction or hardness by 10 to the list of options when attempting a dirty trick combat maneuver check (*Advanced Player's Guide* 320). This does not stack with itself, and it does not work against creatures with DR/—.

Favored Maneuver (Ex): The vigilante selects one type of combat maneuver to be a favored maneuver. He gains the Improved feat corresponding to that combat maneuver (if one exists). He gains a +2 circumstance bonus on combat maneuver checks with that combat maneuver against a foe that is unaware of the vigilante's presence at the start of his combat maneuver. A vigilante can select this talent more than once. Each time, it applies to a different combat maneuver.

Fist of the Avenger (Ex): The vigilante gains Improved Unarmed Strike as a bonus feat, if he doesn't have this feat already. In addition, whenever he successfully attacks with his fist or a gauntlet, he gains a bonus on damage rolls equal to half his vigilante level (minimum +1, maximum of +5). Only an avenger vigilante can select this talent.

Foe Collision (Ex)*: The vigilante can shove one of his foes into another. When the vigilante deals hidden strike damage to a corporeal foe with a melee attack, he can also deal an amount of nonlethal damage equal to his reduced hidden strike damage to an opponent adjacent to the first (even if the second opponent is out of his reach). The damage is bludgeoning damage, and if the colliding foe has any natural attacks, the damage is also considered magic, evil, or any other type of damage the natural attack deals. Unlike normal vigilante talents that affect hidden strikes, this vigilante talent applies in all cases when the target is denied its Dexterity bonus to AC. Only a stalker vigilante can select this talent.

Heavy Training (Ex): The vigilante gains Heavy Armor Proficiency as a bonus feat, if he does not have that feat already. The armor skin vigilante talent also applies to heavy armor. At 16th level, if the vigilante has the armor skin vigilante talent, he can move at full speed in heavy armor. Only an avenger vigilante can select this talent.

Hide in Plain Sight (Ex): The vigilante can use Stealth to hide even when being observed. As long as he is within 10 feet of dim light (his own shadow doesn't count), he can hide without anything to actually hide behind. Only a stalker vigilante of at least 8th level can select this talent.

Inspired Vigilante (Ex): The vigilante's powers of deduction are far beyond the norm. This ability functions similarly to the investigator's inspiration ability, but the vigilante's inspiration pool is equal to his class level (do not add his Intelligence modifier), the vigilante can never use this ability without expending a use of inspiration, and it doesn't count as inspiration for any effects that interact with or require the inspiration class feature.

Leave an Opening (Ex)*: The vigilante's hidden strike leaves an unbalancing opening in a foe's defenses, setting up the foe to be attacked again. At the beginning of the foe's next turn, if the vigilante threatens the foe, the foe provokes an attack of opportunity from the vigilante. Multiple attacks against the same foe don't create multiple

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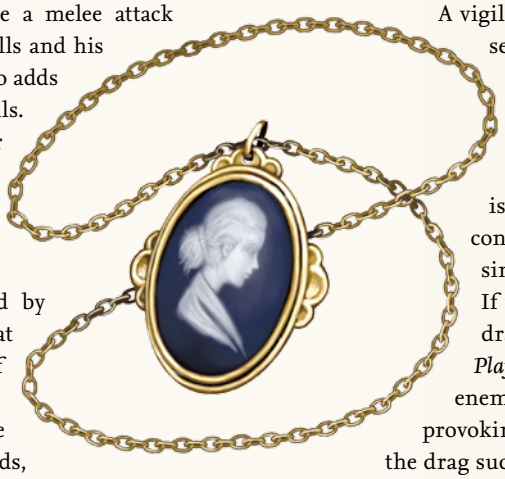
attacks of opportunity in the same round (but attacks against several foes can cause each to provoke one attack of opportunity). Only a stalker vigilante can select this talent.

Lethal Grace (Ex): The vigilante combines strength and speed into incredibly deadly attacks. He gains Weapon Finesse as a bonus feat, and if he already has the Weapon Finesse feat, he can immediately swap it for another feat for which he qualified at the level he chose Weapon Finesse. When using Weapon Finesse to make a melee attack using his Dexterity bonus on attack rolls and his Strength bonus on damage rolls, he also adds half his vigilante level on damage rolls. This bonus damage is not reduced or increased if the vigilante is wielding a weapon two-handed or in an off-hand.



Living Shield (Ex): As an immediate action whenever the vigilante is grappling a creature and is targeted by an attack, he can attempt a combat maneuver check against the target of his grapple (this combat maneuver check doesn't count as a grapple combat maneuver check). If he succeeds, the creature he is grappling becomes the new target of the attack. If the check fails, the creature escapes the grapple and the vigilante is the target of the attack as normal. This ability must be used after the attack is declared against the vigilante, but before the attack is made and the results revealed.

Mad Rush (Ex): Whenever the vigilante charges, he can make a full attack. Whenever he uses this ability, he takes a –4 penalty to his AC until the start of his next turn (in addition to the AC penalty for charging). Only an avenger vigilante of at least 12th level can select this talent.

Mighty Ambush (Ex)*: Once per round, when the vigilante succeeds at a hidden strike, he can instantly drop the damaged enemy unconscious for 1d4 rounds. A successful Fortitude saving throw negates this effect (DC = 10 + 1/2 the vigilante's class level + the higher of the vigilante's Strength and Dexterity modifiers). Whether or not a creature's saving throw is successful, it can't be affected by that vigilante's mighty ambush again for 24 hours. Only a stalker vigilante of at least 10th level can select this talent.

Nothing Can Stop Me (Ex): Once per round, while the vigilante is moving, he can make one attack as a free action against an unattended object in the way of his path, such as a door or table. If his attack deals enough damage to destroy the object, he can continue to move. If he doesn't destroy the object, his move ends. This attack is made as part of his move action and doesn't count against his attacks this round. If his attack inadvertently targets a creature (such as a mimic), it automatically misses and his move ends (although he can still attack the creature as normal at the end of his movement). Only an avenger vigilante can select this talent.

Perfect Fall (Ex): As long as there is a wall or another surface within arm's reach, the vigilante never takes falling damage. Even if no surface is available, he takes only half damage from falling and lands on his feet.

Perfect Vulnerability (Ex): As a standard action, the vigilante can cleverly strike his foe where that foe is weakest. This attack targets the foe's touch AC, and the foe is denied her Dexterity bonus against the attack. Once a foe has been the target of perfect vulnerability, she can't be the target of the same vigilante's perfect vulnerability for 24 hours. A vigilante must be at least 8th level to select this talent.

Pull into the Shadows (Ex): As a full-round action, the vigilante can move up to his speed toward an opponent who is unaware of his presence (or who considers him an ally) and make a single attack against that opponent. If the attack hits, he can attempt a drag combat maneuver (*Advanced Player's Guide* 321) against that enemy with a +4 bonus and without provoking an attack of opportunity. If the drag succeeds, the vigilante doesn't need to have enough movement remaining to move with the enemy. The vigilante can't use this ability on a true ally or a willing target.

Returning Weapon (Ex): The vigilante has a signature type of thrown weapon that returns to him. Choose a type of thrown weapon, such as throwing axes. Whenever the vigilante uses that type of weapon, it automatically returns as if it had the *returning* property. At 14th level, if the vigilante chose a type of thrown weapon that is treated as ammunition, such as shuriken, and buys a set of 50 magic ammunition of that type, he automatically replenishes them at no cost and never runs out. If he chose a non-ammunition thrown weapon instead, he can apply the magical properties of the first weapon he throws in a round to any nonmagical thrown weapons of that type he throws that round. This allows him to make a full attack with the benefits of his magical thrown weapon, even though it only returns next round.

Rogue Talent (Ex): The vigilante gains a single rogue talent (not an advanced talent) of his choice. If he selects a rogue talent marked with an asterisk (*), that talent applies to his hidden strikes instead of to sneak attacks, and the talent counts as a stalker vigilante talent with an asterisk (*) for the limitation of only one applying to a given hidden strike. Only a stalker vigilante can select this talent.

Rooftop Infiltrator (Ex): The vigilante gains a climb speed equal to half his base speed, which increases to his full base speed when climbing a rope.

Shadow's Sight (Ex): The vigilante gains low-light vision and darkvision 60 feet. If he already had darkvision, its range increases by 30 feet.

Shadow's Speed (Ex): The vigilante's base speed increases by 10 feet. At 10th level, it increases by an additional 10 feet.

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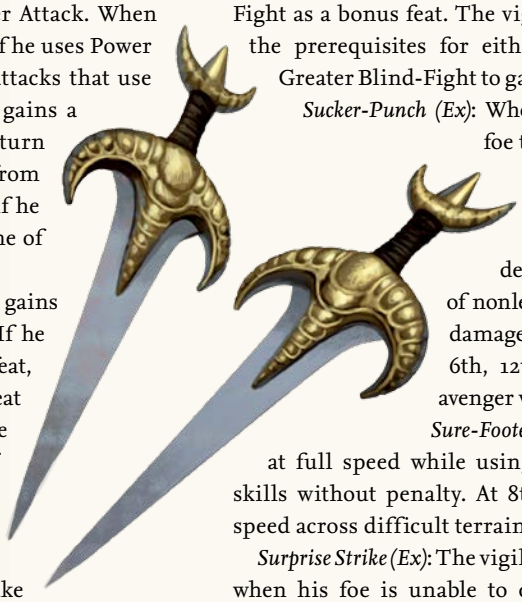
Shield of Blades (Ex): The vigilante's wild attacks allow him to block his foes' counterattacks. He gains Power Attack as a bonus feat. If he already has the Power Attack feat, he can immediately swap it for another feat for which he qualified at the level he chose Power Attack. When he takes an attack or full attack action, if he uses Power Attack on every attack to make melee attacks that use his Strength bonus on attack rolls, he gains a shield bonus to his AC until his next turn equal to his penalty on attack rolls from Power Attack. This bonus applies only if he actually takes that penalty on at least one of the attack rolls.

Shield of Fury (Ex): The vigilante gains Improved Shield Bash as a bonus feat. If he already has the Improved Shield Bash feat, he can immediately swap it for another feat for which he qualified at the level he chose Improved Shield Bash. In addition, if he is at least 6th level, he is treated as if he has the Two-Weapon Fighting feat as long as one of the weapons used is a shield. This allows him to take feats that require Two-Weapon Fighting as a prerequisite without meeting the Two-Weapon Fighting or Dexterity prerequisites, but these feats only apply while he is wielding a shield as one of his weapons (unless he takes Two-Weapon Fighting as normal, in which case this restriction is lifted).



Signature Weapon (Ex): The vigilante must select one type of weapon (such as longsword or crossbow) when he gains this talent. He gains Weapon Focus as a bonus feat for his selected weapon type. If he already has the Weapon Focus feat with the selected weapon, he can immediately swap it for another feat for which he qualified at the level he chose Weapon Focus in the selected weapon. At 8th level, he also gains Weapon Specialization as a bonus feat for his selected weapon. He doesn't have to meet any of the prerequisites for these feats. Only an avenger vigilante can select this talent.

Silent Dispatch (Ex): When the vigilante ambushes an enemy or enemies unaware of his presence, he can attempt a Stealth check at a –5 penalty. The result indicates the DC of Perception checks to hear the vigilante's attacks until an opponent's first action, when the DC returns to the normal –10 for hearing battle. Other enemies present can still see the attack; this talent only prevents the sounds of battle from alerting others.

Sniper (Ex): The vigilante can deal hidden strike damage with ranged attacks at any distance, rather than within 30 feet. Only a stalker vigilante of at least 6th level can select this talent.

Stalker Sense (Ex): The vigilante has a sense for danger. He always acts on the surprise round. At 6th level, he gains uncanny dodge, and at 12th level, he gains improved uncanny dodge. Only a stalker can select this talent.

Strike the Unseen (Ex): The vigilante gains Blind-Fight as a bonus feat. He can also deal hidden strike damage against targets with total concealment. At 10th level, he gains Improved Blind-Fight as a bonus feat and can deal all types of precision damage against targets with concealment or total concealment. At 16th level, he gains Greater Blind-Fight as a bonus feat. The vigilante does not have to meet the prerequisites for either Improved Blind-Fight or Greater Blind-Fight to gain these feats with this talent.

Sucker-Punch (Ex): Whenever the vigilante attacks a foe that is unaware of his presence (or who views him as an ally), and the attack deals nonlethal damage, the attack deals an additional 1d6 points of nonlethal damage. This additional damage increases by 1d6 at each of 6th, 12th, and 18th levels. Only an avenger vigilante can select this talent.

Sure-Footed (Ex): The vigilante can move at full speed while using the Stealth and Acrobatics skills without penalty. At 8th level, he can move at full speed across difficult terrain.

Surprise Strike (Ex): The vigilante gains a greater advantage when his foe is unable to defend herself. Whenever he makes an attack against a foe that is denied her Dexterity bonus to AC, he gains a +1 bonus on his attack roll. This bonus increases to +2 at 8th level and to +3 at 16th level.

Throat Jab (Ex)*: The vigilante's hidden strike jabs his opponent in the throat, preventing that opponent from speaking until the vigilante's next turn. (If the vigilante uses this ability on the surprise round, it lasts until the end of his first full turn after the surprise round.) This prevents the target from calling out for help, using spells with verbal components, or doing anything else that requires speaking. The target cannot be affected by that vigilante's throat jab again for 24 hours. Only a stalker vigilante of at least 4th level can select this talent.

Twisting Fear (Ex): Whenever the vigilante causes an opponent to gain the shaken, frightened, or panicked condition, that opponent takes an amount of nonlethal damage equal to the vigilante's reduced hidden strike damage, as the stress wears upon its body. A creature can't take damage from twisting fear more than once per round. Panicked creatures that take damage from twisting fear are too winded even to scream as they flee in terror. Only a stalker vigilante can select this talent.

Unexpected Strike (Ex): The vigilante gains Quick Draw as a bonus feat. At 8th level, he can draw hidden weapons as a swift action (instead of a move action).

Unkillable (Ex): The vigilante gains Diehard as a bonus feat, though he does not have to meet the prerequisites for this feat. At 6th level, he doesn't lose hit points when he takes a standard action while disabled. At 12th level, when he would die from hit point damage, he remains alive for 1 round before dying (and if his hit points rise above a negative amount equal to his Constitution score before that round is over, he doesn't die). At 18th level, he is no longer disabled

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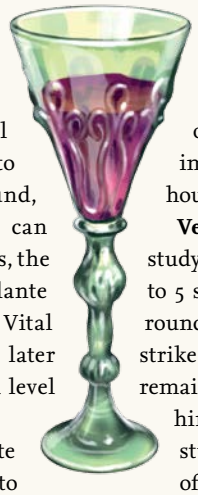
at negative hit points and can take a full round's worth of actions. Only an avenger vigilante can select this talent.

Up Close and Personal (Ex): When the vigilante attempts an Acrobatics check to move through an opponent's space during a move action, he can attempt a single melee attack against that opponent as a swift action. If the Acrobatics check succeeds, this attack applies the vigilante's hidden strike damage as if the foe were unaware of the vigilante. Otherwise, the vigilante applies the hidden strike damage he would deal if the target were denied its Dexterity bonus to AC. Only a stalker vigilante of at least 4th level can select this talent.



Vital Punishment (Ex): The vigilante gains Vital Strike as a bonus feat, though he does not have to meet the prerequisites for this feat. Once per round, before he makes an attack of opportunity, he can declare it to be a vital punishment. If the attack hits, the vigilante can apply the Vital Strike feat. The vigilante can apply the Improved Vital Strike or Greater Vital Strike feat as his vital punishment instead if he later gains those feats. A vigilante must be at least 6th level to select this talent.

Unshakable (Ex): Starting at 3rd level, a vigilante adds his class level to the DC of any attempts to Intimidate him.

Startling Appearance (Ex): At 5th level, a vigilante learns to use the element of surprise to his advantage, startling foes that are unaware of his presence. Whenever a vigilante with this ability attempts an attack against a foe that is completely unaware of the vigilante's presence (usually due to Stealth or invisibility), the foe is treated as flat-footed for the rest of the vigilante's turn (uncanny dodge or a similar ability prevents this effect unless the vigilante is at least 4 levels higher than the foe with uncanny dodge). The foe also takes a –4 penalty on attacks made against the vigilante until the start of the vigilante's next turn.

Frightening Appearance (Ex): At 11th level, whenever a vigilante with this ability makes an attack against a foe that is unaware of the vigilante's presence (see startling appearance above), the vigilante can, as a free action, attempt an Intimidate check to demoralize the target of his attack and any enemies within 10 feet who can see the attack. This check is attempted before the attack roll against the foe is made and resolved. The vigilante rolls only one Intimidate check and applies the result to all the targets. If the check succeeds against the target of the vigilante's attack, that foe is also frightened for 1 round, in addition to being shaken as normal, unless the foe succeeds at a Will save (DC = 10 + 1/2 the vigilante's class level + his Charisma modifier).

Once a creature has been the target of this ability (either as the target of the attack or as a nearby creature, regardless of whether or not it was successful), it is immune to that vigilante's frightening appearance for 24 hours. This effect is in addition to the bonuses gained from the startling appearance ability. This is a mind-affecting fear effect.

Stunning Appearance (Ex): At 17th level, a vigilante can leave his foes unable to respond when he appears. Whenever a vigilante with this ability makes a successful attack against a foe that is unaware of the vigilante's presence (see startling appearance), the foe must make a successful Will save (DC = 10 + 1/2 the vigilante's class level + his Charisma modifier) or be stunned until the end of the vigilante's next turn. If the creature has more HD than the vigilante's class level, it receives a +4 circumstance bonus on this save. This ability is in addition to the effects of startling appearance and frightening appearance. Once a creature has been the target of this ability (regardless of whether or not the saving throw is successful), it is immune to that vigilante's stunning appearance for 24 hours. This is a mind-affecting fear effect.

Vengeance Strike (Ex): At 20th level, a vigilante can study a target to strike more viciously. He can spend up to 5 standard actions, which all must be in consecutive rounds. On the following round, he can make a vengeance strike against the studied creature. The target must remain unaware of the vigilante's presence (or not see him as a threat) until the attack. For each round spent studying the target, the vigilante grants himself one of the following benefits on his vengeance strike: gain a +4 circumstance bonus on the attack roll, deal an additional 3d6 points of precision damage if he hits, or treat the attack roll as if it were 2 higher for the purposes of determining whether the attack hit or threatens a critical hit (to maximum effective roll of 20). Each round of study can be spent in a different way or the same way (they stack with each other), but each round of study must be allocated before the attack roll is made. If the vigilante is an avenger, he automatically confirms any critical hits threatened by his vengeance strike. If the vigilante is a stalker and would normally be able to add a special effect from a vigilante talent with an asterisk (*) to this attack, he can instead add two special effects to his vengeance strike.

VIGILANTE FAVORED CLASS OPTIONS

The following favored class bonuses are available to vigilantes who come from the various core races. Each of these rewards replaces the normal reward for having a level in a favored class.

Dwarves: Increase the bonus from social grace on Craft skills by +1/2.

Elves: Gain +1/3 on all Acrobatics, Climb, and Stealth checks in forested areas.

Gnomes: Gain +1/2 on Bluff checks when attempting to tell a lie that would be true from the point of view of the vigilante's current identity.

Half-Elves: Gain +1/2 on the Disguise bonus from seamless guise.

Half-Orcs: Add 1/2 to the DC increase from unshakable.

Halflings: Gain 1/6 of a new social talent.

Humans: Gain +1/2 on the Disguise bonus provided by seamless guise.

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Alchemist

Though alchemists aren't typically known for subtlety, some adapt their alchemy to engage in intrigue.

Alchemical Sapper (Archetype)

Alchemical sappers are trained to create explosives.

Diminished Alchemy: An alchemical sapper can prepare one fewer extract of each level than normal. If this reduces the number to 0, he can prepare extracts of that level only if his Intelligence allows bonus extracts of that level.

Class Skills: An alchemical sapper adds Knowledge (engineering) and Stealth to his list of class skills.

This alters the alchemist's class skills.

Demolition Bomb (Su): At 1st level, an alchemical sapper can create a demolition bomb. This bomb deals double his normal bomb damage, half of which is bludgeoning and piercing damage, the other half of which is fire damage. This bomb ignores a number of points of hardness up to 1/2 the alchemical sapper's level (minimum 1). This counts as an ability that modifies the alchemical sapper's bomb, so it doesn't stack with other discoveries that modify bombs. The alchemical sapper can't use his demolition bomb with the fast bombs discovery. An alchemical sapper can only expend one use of his bomb class feature to create a demolition bomb once per day. He can create one additional demolition bomb per day at 5th level and every 4 alchemist levels thereafter.

This ability modifies bomb.

Delayed Bomb (Su): An alchemical sapper gains the delayed bomb discovery at 1st level. He does not qualify for the mutagen or cognatogen discoveries until 8th level.

This ability replaces mutagen.

Master Engineer (Ex): At 2nd level, an alchemical sapper adds 1/2 his alchemist level to Knowledge (engineering) checks, Craft (stonemasonry) checks, and Craft (traps) checks.

This ability replaces poison resistance.

Camouflage Bomb (Ex): At 3rd level, an alchemical sapper becomes skilled at hiding his bombs. When deploying a delayed bomb or trip mine (see below), the alchemical sapper can camouflage the bomb by taking an additional full-round action. Creatures searching for traps must succeed at a Perception check (DC = 10 + the alchemical sapper's alchemist level + his Intelligence modifier) to notice a camouflaged bomb.

This ability replaces swift alchemy.

Trip Mine (Su): At 6th level, an alchemical sapper can expend two uses of his bomb class feature to prepare a special kind of trap called a trip mine. This special bomb remains inert until 1 round after it leaves the alchemical sapper's possession, after which time it becomes armed. When a creature enters a square containing an armed trip mine, it explodes, dealing normal bomb damage to all creatures in its square (DC = 10 + 1/2 the alchemical sapper's alchemist level + his Intelligence modifier; Reflex half) and splash damage to every creature adjacent to that square. A trip mine can be disarmed with a successful Disable Device check (with a DC equal to the trip mine's save DC); otherwise, it lasts until the next time the alchemical sapper refreshes his daily bombs.

If the alchemical sapper expends four uses of his bomb class feature, his trip mine deals damage as per a demolition bomb; this does not count against his daily uses of the demolition bomb ability. Other than demolition bomb, discoveries that modify bombs cannot apply to trip mine.

This ability replaces the discovery gained at 6th level.

Selective Detonation (Su): At 10th level, when an alchemical sapper plants a trip mine, he can designate a number of allies up to his Intelligence modifier, allowing the designated allies to pass safely through an armed trip mine's square without causing it to detonate. If another creature triggers the trip mine while an ally is nearby, the ally still takes damage as normal.

This ability replaces poison immunity.

Interrogator (Archetype)

An interrogator extracts vital information from reluctant individuals using alchemical and traditional methods.

Class Skills: An interrogator adds Intimidate and Sense Motive to his list of class skills.

This alters the alchemist's class skills.

Injections (Su): At 1st level, an interrogator uses his skill with alchemy to create injections. Each day, an interrogator can create a number of injections equal to his alchemist level + his Intelligence modifier. It takes 1 hour to create the injections. An injection is inert until the interrogator attempts to use it.

Using an injection is a standard action that requires a melee touch attack. If the attack hits, the target of an injection takes a –2 penalty on its Will saving throws for a number of minutes equal to half the interrogator's class level (minimum 1). If the interrogator is also using a serum with this injection, the penalty on Will saves applies to any save against the serum.

If the melee touch attack fails, the injection isn't delivered but can still be used again—once activated, it remains potent for 1 day. An injection that hasn't been administered becomes inert if it leaves the interrogator's possession, reactivating as soon as it returns to his possession. The penalties from multiple injections don't stack, nor do the penalties from injections stack with penalties from a mesmerist's stare or a witch's evil eye hex. Injections are mind-affecting poison effects.

This ability replaces bomb.

Serums (Su): At 1st level, an interrogator augments his ability to influence others through supplemental serums. An interrogator prepares his serums at the same time as his injections and he can apply them to any injection as a swift action before he makes the attack roll for the injection. An interrogator knows one serum at 1st level and can learn another serum in place of a discovery. The save DCs of serums are equal to 10 + 1/2 the interrogator's alchemist level + his Intelligence modifier. A creature can be under the

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effect of only a single serum at a time—with the exception of memory modification serum—with any further serums on the same creature replacing the old serum. Unless otherwise noted, a creature that succeeds on its saving throw against a serum is immune to that serum's effects for 24 hours. An interrogator can never gain any sort of mutagen or cognatogen, even from a discovery or another class.

This ability replaces mutagen and persistent mutagen.

Charming: The injected creature must succeed at a Will save or treat the interrogator favorably, as if affected by *charm person* with a caster level equal to the interrogator's alchemist level. At 8th level, this serum acts as *charm monster*.

Compliance: On a failed Will save, the subject of this injection is affected by a *suggestion* with a caster level equal to the interrogator's alchemist level. An alchemist must be at least 8th level to learn this serum.

Confusion: On a failed Will save, the injected creature is confused for 1 round per alchemist level the interrogator has. An alchemist must be at least 6th level to learn this serum.

Hypnosis: The injected creature must succeed at a Will save or become fascinated for 1 round per alchemist level the interrogator has.

Memory Modification: On a failed Will save, the target of this serum is affected by *modify memory* at a caster level equal to the interrogator's alchemist level. An alchemist must be at least 12th level to learn this serum.

Paralytic: On a failed Will save, the injected creature is affected by *hold person* with a caster level equal to the interrogator's alchemist level. An alchemist must be at least 8th level to learn this serum.

Truth: A creature injected with a truth serum must succeed at a Will save or be compelled to answer the interrogator's questions truthfully. The interrogator can ask one question per 2 alchemist levels (minimum 1). Answers might be brief, cryptic, or repetitive, especially if the injected creature is unfriendly, but they aren't false. If a creature has been subjected to a truth serum within the past week, whether it succeeded at or failed its save, any new serum fails.

METAMORPH (ARCHETYPE)

Metamorphs eschew traditional alchemy, focusing on internal chemistry and the transfiguration of living forms.

Class Skills: A metamorph adds Disguise to her list of class skills.

This alters the alchemist's class skills.

Shapechanger (Su): At 1st level, a metamorph gains the ability to transform herself into another form. This ability functions like *alter self*, except as noted here. The effect lasts for 1 hour per metamorph's alchemist level, or until she changes back. Changing form (to another form or back) is a standard action that doesn't provoke attacks of opportunity. The metamorph is fatigued for 1 round each time she changes shape.

A metamorph can use this ability once per day at 1st level, and an additional time per day at 4th level, and every 2 alchemist levels thereafter, for a total of nine times at 18th level. At 20th level, a metamorph can use shapechanger as a free action once per round, either before or after all her other actions, with no daily limit.

This ability can also function as *monstrous physique I*[UM] at 5th level, as *monstrous physique II*[UM] at 9th level, as *monstrous physique III*[UM] at 11th level, as *monstrous physique IV*[UM] or *giant form I* at 13th level, and as *giant form II* at 15th level.

This ability replaces alchemy (which also includes bombs, extracts, and mutagen) and Throw Anything.

Mutagen (Ex): At 1st level, a metamorph gains mutagen as a normal alchemist. She can take mutagen and cognatogen discoveries despite not possessing the alchemy class feature that normally grants mutagen.

Adaptive Physiology (Ex): At 3rd level, a metamorph gains a 25% chance to negate critical hits and precision damage, similar to the preserve organs discovery. This chance increases to 50% at 6th level, and to 75% at 18th level.

This ability replaces swift alchemy, swift poisoning, and instant alchemy.

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Bard

Between their bardic knowledge, performances, social skills, and spells, bards are consummate masters of every variety of intrigue. It should come as no surprise that in a world full of plots and schemes, new breeds of bards prosper in both the highest strata of social courts and the criminal underworld of heists and infiltrations. Meanwhile, other bards magically memorize and protect secret messages, adopt the identity of popular theatrical characters, and even channel personal tragedies into paths of vengeance.

Impervious Messenger (Archetype)

The impervious messenger is capable of harnessing the unique qualities of bardic magic to keep, transport, and communicate the most precious of secrets and messages, even when subject to the most vigorous forms of observation, be they magical or mundane.

Bardic Performance (Su): An impervious messenger gains the following types of bardic performances.

Chant of Perfect Recall (Su): At 1st level, an impervious messenger can spend 1 round of his bardic performance to commit something to memory. This ability functions exactly as per *memorize page*[ACG], but the impervious messenger is the only recipient and he requires only 1 round to commit a single page to memory. An impervious messenger can commit additional pages worth of material to memory by using additional rounds of his bardic performance, but he can never memorize more than half his total bard level in pages (minimum 1).

This ability replaces fascinate.

Song of Subterfuge (Su): At 6th level, an impervious messenger learns to use his performances to project various thoughts into his own mind to disrupt divination attempts. This acts similarly to distraction, except it only affects the impervious messenger and allows him to use the result of his Perform check in place of saving throws against attempts to read his mind, such as *detect thoughts*. At 18th level, if the impervious messenger succeeds on a saving throw while using song of subterfuge, the character who attempted the divination effect must succeed on a Will save (DC = 20 + the impervious messenger's Charisma modifier) or else the impervious messenger instantly learns the nature of the effect and can allow the effect to continue, but provide whatever information he chooses to the divining character rather than the true results of the divination effect.

This ability replaces suggestion and mass suggestion.

Unbroken Stride (Su): At 8th level, an impervious messenger draws upon his bardic abilities to imbue himself with grace and speed. While using this bardic performance, an impervious messenger gains an insight bonus equal to half his bard level on all Acrobatics, Climb, Fly, and Ride checks. In addition, while maintaining this performance, he gains the benefits of the ranger's woodland stride ability and a +10-foot enhancement bonus to his base land speed. At 12th level, an impervious messenger using his unbroken stride bardic performance also acts as if under the effect of *freedom of movement*. In addition, the enhancement bonus to his base land speed increases to +30 feet.

This ability replaces dirge of doom and frightening tune.

Cryptic Whisper (Ex): At 2nd level, the impervious messenger internalizes his understanding of language and ciphers, and filters them through his bardic abilities. He adds half his bard level to all Linguistics checks and Bluff checks to deliver secret messages, and he gains a +4 bonus on saving throws against *glyph* spells, *symbol* spells, and language-dependent effects.

This ability replaces bardic knowledge and well-versed.

Masked Performer (Archetype)

Not merely a entertainer in a disguise, the masked performer takes on the persona represented by the likeness she wears. Her alter ego might be a theatrical archetype, a legendary hero, or a revered spirit. Masked performers are often the stars of religious plays and festivals, and aficionados easily recognize them and associate them with their most famous role.

Dual Identity (Ex): This ability acts as the vigilante ability of the same name, except as follows. The masked performer's identities are referred to as social and masked, rather than social and vigilante.

Unlike a vigilante, most people who know of the masked performer actually know that the masked performer's identities are one and the same. Nonetheless, the dual identity ability is valuable to the masked performer due to offering her two perspectives on any problem and two different alignments.

This ability replaces bardic knowledge.

Bardic Performance: A masked performer gains the following types of bardic performance.

Seamless Guise (Ex): At 1st level, a masked performer learns to behave in a way that appears perfectly proper and normal for her current role, on stage or off. She can maintain this performance for 1 hour for every 3 rounds of bardic performance she spends. While this performance is active, she receives a +10 bonus on Disguise and Perform (act) checks to remain in character after she has already established her character. For instance, this bonus does not apply against the initial Perception check when meeting a creature paying attention to her but does apply on the automatic additional Perception check each hour of interacting.

This ability replaces countersong.

Exaggerated Pose (Su): At 3rd level, a masked performer can enhance her own physical and social abilities by simply altering her posture. When she starts this performance, the masked performer chooses a Strength-, Dexterity-, or

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Charisma-based skill and gains a +2 competence bonus on checks with that skill as long as she maintains this performance. This bonus increases by 1 for every 4 bard levels the masked performer has beyond 3rd (+3 at 7th level, +4 at 11th level, +5 at 15th level, and +6 at 19th level). The masked performer can change the chosen skill as a swift action. Exaggerated pose is an emotion effect and relies on visual components.

This ability replaces inspire competence.

Stage Combat (Su): At 6th level, a masked performer gains the benefit of a combat feat she doesn't have as long as she maintains this performance. The masked performer chooses the feat when she starts this performance. The masked performer must meet all the feat's prerequisites. As usual when temporarily gaining a feat, if the feat she chooses has any limitations on uses, such as Stunning Fist's daily uses, all uses of that combat feat while maintaining stage combat count toward that feat's limit. In the case of Stunning Fist, if the masked performer gained that feat again later the same day, the expended uses would remain expended. Stage combat relies on visual components.

This ability replaces suggestion.

Multiplicity of Masks (Su): At 18th level, a masked performer can cause any number of her allies to appear as herself or as another ally within 60 feet. To be affected, an ally must be within 60 feet of the masker performer and able to see her. As long as the masked performer maintains this performance, enemies perceive all affected allies as the chosen character. If an affected ally is a different size or creature type than the chosen character, enemies can attempt a Will save (DC = 10 + 1/2 the masked performer's bard level + her Charisma modifier) to disbelieve. Otherwise, there is no saving throw, but a successful attack against a disguised ally automatically reveals the ally's true form. If an ally moves out of range, that ally reverts to his original form, and the entire effect ends if the ally providing his appearance to the others moves out of range. Multiplicity of masks is an illusion (glamer) effect that relies on visual components.

This ability replaces mass suggestion.

Social Grace (Ex): At 2nd level, a masked performer gains the social grace vigilante social talent. She gains an additional skill with social grace 1 level later than a vigilante (at 6th level, 10th level, and so on).

This ability replaces versatile performance.

Masked Talents: At 5th level, a masked performer gains a rogue talent from the following list: expert leaper[APG], fast stealth, ledge walker, rogue crawl, rope master[UC], stand up, and wall scramble[UC]. At 17th level, a masked performer can choose any of the above talents or an advanced talent from the following list: defensive roll, fast tumble[APG], hide in plain sight[UC], and skill mastery. This ability does not qualify her for the Extra Rogue Talent feat.

This ability replaces lore master.

RINGLEADER (ARCHETYPE)

Ringleaders are adept in getting the most out of their allies, and they excel at planning for unexpected complications in advance. Often the masterminds behind elaborate heists and infiltrations, ringleaders use their organizational abilities to make sure the plan goes without a hitch, even when the team is split up and unable to communicate with each other on the spot.

Bardic Performance: A ringleader gains an altered version of inspire competence that grants greater effects at higher levels.

Inspire Competence (Su): At 3rd level, a ringleader can use his performance to help an ally succeed at a task. This ability acts as the inspire competence bardic performance with the following additions.

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At 8th level, the ringleader's ally gains a competence bonus on an additional skill (for a total of two skills). In addition, he can end the effect to reroll a check with one of the affected skills (the reroll still applies the bonus from inspire competence). Each ally can only use this latter ability once per day, regardless of the number of skills affected and the number of times they are affected by inspire competence.

At 14th level, the ringleader's ally gains a competence bonus on an additional skill (for a total of three skills). In addition, he can take 10 on the affected skills when stressed or distracted.

This ability alters inspire competence and replaces dirge of doom and frightening tune.

Inspired Plan (Su): At 2nd level, a ringleader can alter his performance so it affects a single ally at a later time. The ringleader must explain his plan to that ally for a number of minutes equal to the number of bardic performance rounds he expends on the effect, and use audible and/or visual components according to the performance altered. This costs the ringleader the chosen number of rounds of bardic performance.

At any time before the ringleader recovers bardic performance rounds for the day, the inspired character can activate the performance as a standard action wherever she is. When activated, the altered performance affects only the inspired ally and has no audible or visible components. If the performance could normally affect any number of allies, its effects last 2 rounds for each round the ringleader spent on the performance. Otherwise, the effects last 1 round for each round the ringleader spent on the performance.

A ringleader can alter only the countersong, distraction, inspire courage, inspire competence, inspire greatness, and inspire heroics performances in this way. The ringleader makes any necessary choices when establishing the performance, though in the case of countersong and distraction, the ringleader attempts Perform checks once his ally triggers the plan, ignoring any temporary bonuses or penalties, no matter whether they applied when he explained the plan or when the ally triggers it.

A character can be subject to only one inspired plan at a time and cannot be subject to a ringleader's inspired plan and any of the ringleader's normal performances at the same time, but she can benefit from other bardic performances in the interim. The ringleader cannot use inspired plan on himself, but he can have dormant plans ready to trigger on as many different allies as he can afford to affect at once.

This ability replaces versatile performance.

Hidden Plans (Ex): At 2nd level, a ringleader becomes a master of discretion. The ringleader gains a +4 bonus on saving throws against effects that would read his thoughts or compel him to tell the truth.

This ability replaces well-versed.

Prepared (Ex): At 5th level, a ringleader expects the unexpected. When the ringleader is in a situation where he could use a particular piece of nonmagical gear, the ringleader can attempt a Knowledge check appropriate to his current situation to have purchased that item in advance. The DC of the check is equal to the item's cost in gp. If he succeeds, he deducts the appropriate cost of the item from his current gp total and now has the item in question on his person. He cannot use this ability to retroactively gain an item that would change his encumbrance to a different load category, though in this case, he can attempt to retrieve such objects from a pack mule, extradimensional storage space, or other location that would not affect his encumbrance. He can use this ability once per day at 5th level, plus one additional time per day for every 5 bard levels beyond 5th.

This ability replaces lore master.

Sorrowsoul (Archetype)

It isn't uncommon for a bard to, on occasion, sing mournful tunes or craft elegies that depict the deepest sadness or the most profound suffering. But while most bards who do so create such performances for fame or wealth, the sorrowsoul has known tragedy and loss on a level so intimate, he has bound it to his soul.

Lyric Sorrow (Su): A sorrowsoul draws upon grief, rage, and tragedy to fuel his bardic performances. When a sorrowsoul begins a bardic performance, he can choose to alter its effects with lyric sorrow. If he does so, he uses twice the number of rounds of his bardic performance ability as normal, and even if the sorrowsoul has the Lingering Performance[APG] feat, the performance's effects do not last for any additional rounds.

At 1st level, a sorrowsoul can use his lyric sorrow in conjunction with inspire courage. When he chooses to do so, he increases his bonuses on saving throws and on weapon attack and damage rolls from +1 to +2, but his other allies receive no benefit. His bonuses when using lyric sorrow with inspire courage increase by 2 at 5th level and every 6 bard levels thereafter, to a maximum of +8 at 17th level.

At 12th level, a sorrowsoul can use his lyric sorrow ability in conjunction with inspire greatness to grant himself 3 bonus Hit Dice, a +3 competence bonus on attack rolls, and a +2 competence bonus on Fortitude saves; if he does so, inspire greatness only affects him, not any other allies.

At 15th level, a sorrowsoul can use his lyric sorrow ability in conjunction with the inspire heroics bardic performance. When using the lyric sorrow version of this performance, a sorrowsoul gains fast healing 5 and benefits from a 50% miss chance, as if under the effects of *displacement*, in addition to the standard bonuses conferred by this bardic performance, but if he does so, inspire heroics only affects him, not any other allies.

This ability alters bardic performance and replaces soothing performance and versatile performance.

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Darkness Denied (Ex): At 2nd level, a sorrowsoul gains a +4 bonus on saving throws against negative energy and death effects.

This ability replaces well-versed.

Spurn Harm (Su): A sorrowsoul can funnel his bardic powers to persevere in the face of seemingly certain death. At 5th level, a sorrowsoul can spend 3 rounds of his daily bardic performance as an immediate action to gain a +2 insight bonus on all saving throws for 1 round. At 11th level, a sorrowsoul also gains spell resistance equal to 11 + his bard level when using this ability. At 17th level, a sorrowsoul also gains DR 10/— when using this ability.

This ability replaces lore master.

WIT (ARCHETYPE)

The wit is a master of clever repartee and verbal dueling, moving through noble courts like a fish through water.

Way with Words (Ex): A wit gains a +1 bonus on Bluff, Diplomacy, Intimidate, Linguistics, and Sense Motive checks. At 4th level, and every 4 bard levels thereafter, this bonus increases by 1, to a maximum of +6 at 20th level. He also gains a number of edges at the beginning of any verbal duel (see pages 176–181) equal to this bonus.

This ability replaces bardic knowledge.

Counterargument: A wit can use only Perform (act, comedy, or oratory) to perform a countersong.

This ability alters countersong.

Bardic Performance: A wit gains the following bardic performance.

Cutting Remark (Su): At 3rd level, a wit can wound with his words. The wit can spend 1 round of bardic performance as a standard action to deal 1d4 points of nonlethal damage + the wit's bard level to a creature within 30 feet. Damage reduction applies to this damage.

At 8th level, a target who takes damage from cutting remark is also sickened for as long as it remains within 30 feet of the wit and for 1 round thereafter. Additionally, the nonlethal damage counts as magic for purposes such as overcoming damage reduction.

At 14th level, a target who takes damage from cutting remark must also succeed at a Will save (DC = 10 + 1/2 the wit's bard level + his Charisma modifier) or be dazed for 1 round. A creature that makes a successful save is immune to the dazing effect of the wit's cutting remark for 24 hours.

Cutting remark is a mind-affecting, language-dependent effect, and relies on audible components.

This ability replaces inspire competence, dirge of doom, and frightening tune.

Quick Witted (Ex): At 2nd level, a wit can always act in a surprise round (though he remains flat-footed until he acts). In addition, the wit adds half his bard level on initiative checks.

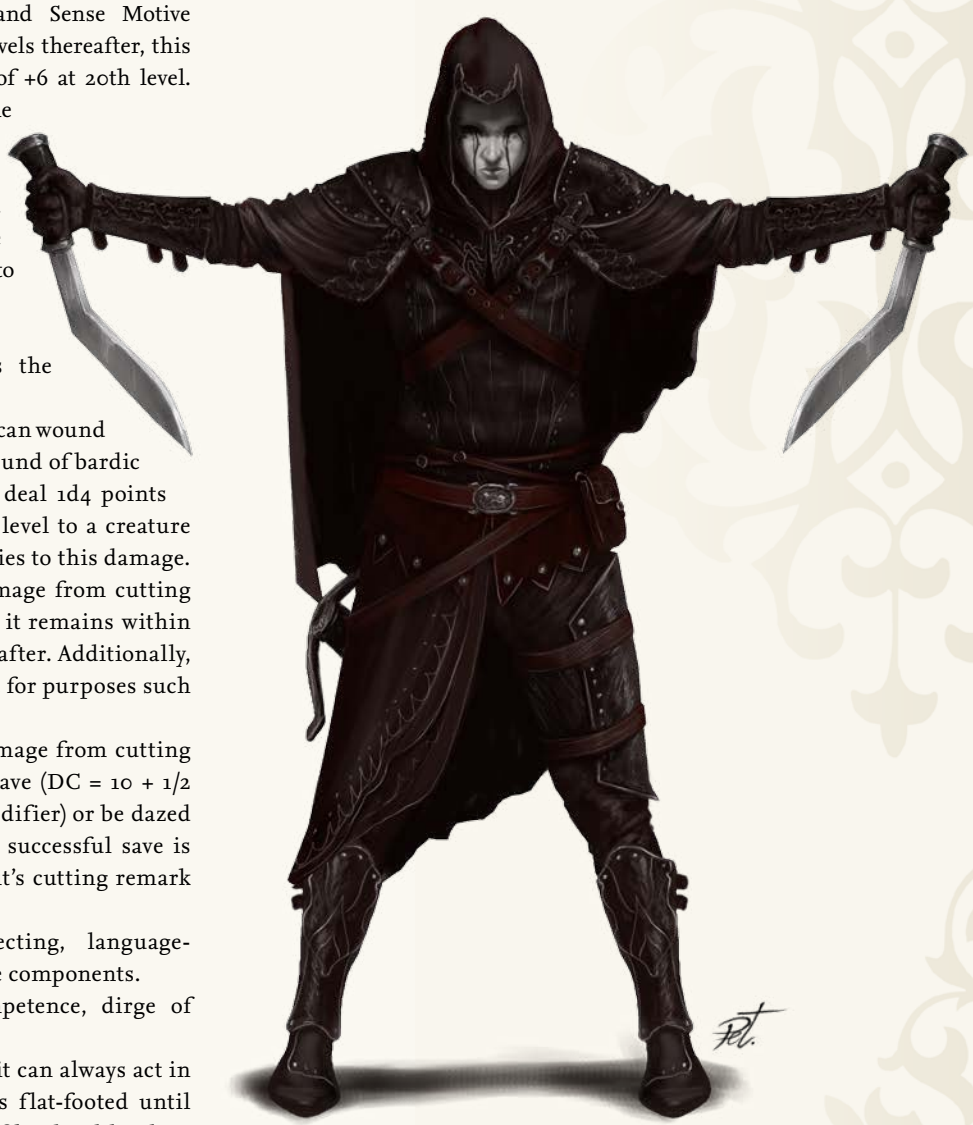
This ability replaces versatile performance.

On the Ball (Ex): At 5th level, rather than roll for initiative, the wit can treat his roll as if it was a 10 (adding any modifiers as usual). The wit can use this ability once per day at 5th level, and an additional time per day for every 6 bard levels thereafter. At 20th level, when the wit uses this ability, he can instead treat his roll as if it was a 20.

This ability replaces lore master.

Duel Master (Ex): At 10th level, the wit does not lose any edges for being at an extreme disadvantage in a verbal duel (see pages 176–181) and can either ask about one additional bias when successfully using Sense Motive to determine an audience's biases or automatically seed one of the biases that he discovered. Once during a verbal duel, he can reassign an appropriate skill from one tactic to another tactic in which he didn't assign any skills. The original tactic is treated as being unprepared for the rest of the duel.

This ability replaces jack-of-all-trades.



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Cavalier

Cavaliers are bold leaders who belong to various orders and employ diverse tactics in their struggles. Thus, it's no surprise that many cavaliers find themselves embroiled in intrigue, either amid noble courts or in the face of war.

Courtly Knight (Archetype)

Some cavaliers strive to be just as effective at the court of a local lord as on the field of battle. These courtly knights are equally at home in a duel with words or swords.

Social Presence (Ex): A courtly knight gains a +1 bonus on all Bluff, Diplomacy, Intimidate, and Sense Motive checks. At 4th level and every 4 cavalier levels thereafter, this bonus increases by 1 (to a maximum of +6 at 20th level). A courtly knight starts any verbal duel (see page 176) with an extra edge she can use for only the presence tactic unless she is at a significant or extreme disadvantage in the duel.

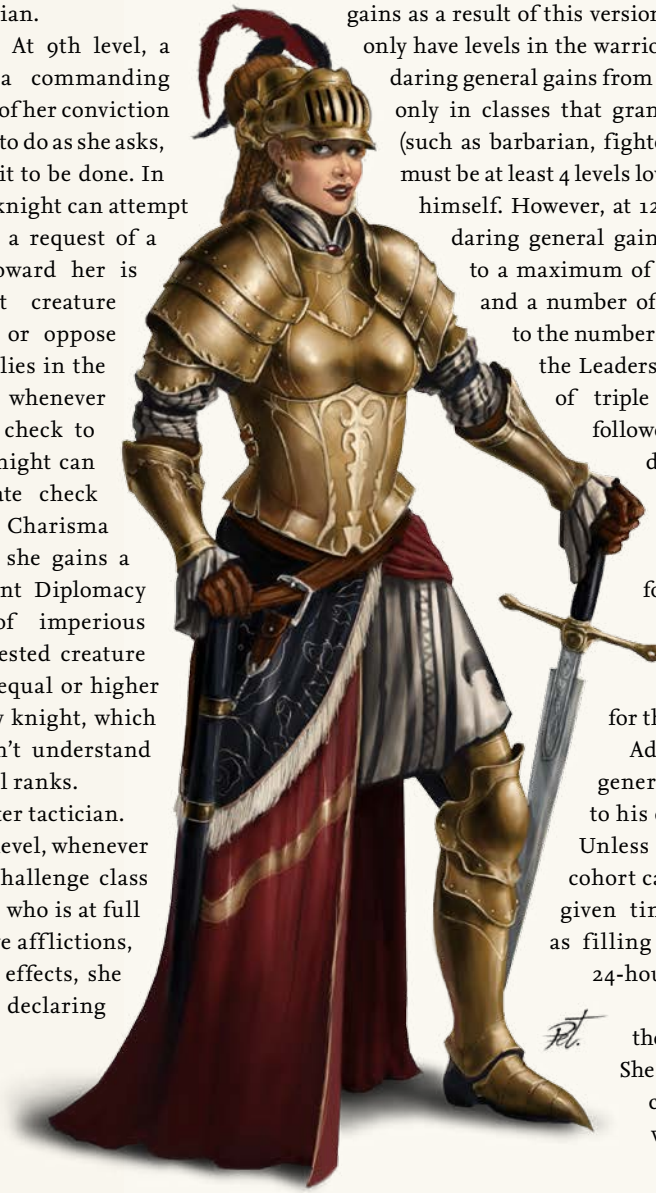
This ability replaces tactician.

Imperious Attitude (Ex): At 9th level, a courtly knight develops a commanding demeanor, and the strength of her conviction is often enough to get others to do as she asks, merely because she expects it to be done. In a social setting, the courtly knight can attempt Diplomacy checks to make a request of a creature whose attitude toward her is unfriendly, provided that creature does not intend to harm or oppose the courtly knight or her allies in the immediate future. Further, whenever she attempts a Diplomacy check to make a request, a courtly knight can first attempt an Intimidate check (DC = 20 + the creature's Charisma modifier). If she succeeds, she gains a +5 bonus on the subsequent Diplomacy check. Neither aspect of imperious attitude applies if the requested creature considers itself to be of an equal or higher social rank than the courtly knight, which includes creatures that don't understand or value the concept of social ranks.

This ability replaces greater tactician.

Grand Boast (Ex): At 17th level, whenever a courtly knight uses her challenge class feature against an opponent who is at full health and under no negative afflictions, conditions, spells, or other effects, she can make a grand boast, declaring that she can defeat her foe with ease. She does not gain the benefits of her challenge (including any additional benefits granted by her order) when making a grand boast. If she successfully defeats the target of her challenge within 1 minute, however, she is vindicated in her boast and gains the benefits of her challenge against all allies of the defeated enemy who witnessed her grand boast and who are of the same or lower CR as the defeated enemy. If any of the courtly knight's allies attack the initial target of the challenge or assist the courtly knight after the boast, this ability has no effect.

This ability replaces master tactician.



Daring General (Archetype)

Most cavaliers are great tacticians, but some stand above the rest for their ability to lead troops under their command, and inspire them to great accomplishments. Those cavaliers most gifted at command often become daring generals.

Aides-de-Camp (Ex): A daring general gains a modified version of the Leadership feat at 6th level, even if he doesn't meet the prerequisites. All followers that the daring general gains as a result of this version of the Leadership feat can only have levels in the warrior class. All cohorts that the daring general gains from this ability must have levels only in classes that grant a full base attack bonus (such as barbarian, fighter, paladin, or ranger), and must be at least 4 levels lower than the daring general himself. However, at 12th level and 18th level, the daring general gains an additional cohort (up to a maximum of three cohorts at 18th level) and a number of additional followers equal to the number of followers he gained from the Leadership feat (up to a maximum of triple his normal number of followers at 18th level). When determining the kinds of cohorts the daring general can attract, he treats his Leadership score as 3 lower for each subsequent cohort (effectively taking a –3 penalty for the second cohort and a –6 penalty for the third cohort).

Additionally, the daring general can grant special roles to his cohorts, as outlined below. Unless otherwise stated, only one cohort can fill any given role at any given time. Designating a cohort as filling a special role requires a 24-hour ceremonial ritual.

Groom: The groom cares for the daring general's mount. She does not take an armor check penalty on Ride checks while riding the cavalier's

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mount. Additionally, once per day, the groom can spend 10 minutes preparing the daring general's mount for battle. If she does, the mount's speed increases by 10 feet and its Dexterity score increases by 2. These benefits last for 1 hour.

Squire: The squire's main task is to care for the daring general's arms and armor. If the squire aids the daring general in donning his armor, it takes half as much time to don as it would if someone else aided the daring general. Additionally, when the squire is adjacent to the daring general, as a standard action, she can grant a +2 bonus to the daring general's AC against the first attack made against the daring general before the squire's next turn. This counts as an application of the aid another action, but the squire does not need to threaten the attacker in question.

Standard Bearer: The daring general's standard bearer can carry his banner in his stead, granting the benefits of his banner ability (and later, his greater banner ability) to all allies within 60 feet of the standard bearer. If the standard bearer becomes unconscious or dead, she ceases to grant these benefits.

Beyond the rules noted above, if the daring general uses his followers to create an army using the mass combat rules from *Pathfinder RPG Ultimate Campaign*, that army starts with one extra tactic of the daring general's choice and a +2 bonus to its morale score.

The daring general can assign each of his followers individually to serve as either footmen or honor guards (described below). He does not need to assign either role to a given follower, if he prefers. He can change the role of a follower at any time, but it takes 1 day per level for the follower to change her tactics to suit her new role. Followers with a particular role must group together with other followers with the same role to form an army in mass combat.

Footman: Each follower gains a +2 bonus on attack and damage rolls, but takes a –2 penalty to her AC and on saving throws. A footman unit gains a +2 bonus to its OM and takes a –2 penalty to its DV in mass combat.

Honor Guard: The follower gains a +2 bonus to her AC and on saving throws, but takes a –2 penalty on attack and damage rolls. An honor guard unit gains a +2 bonus to its DV and takes a –2 penalty to its OM in mass combat.

This ability replaces the bonus feats gained at 6th, 12th, and 18th levels.

Shared Challenge (Ex): At 12th level, when a daring general issues a challenge, his followers and cohorts take up that challenge alongside him. Whenever the daring general uses his challenge class feature, as long as the challenge remains in effect, each of the daring general's followers and cohorts that are within 30 feet of him gain a +4 morale bonus on attack rolls made against the target of his challenge.

This ability replaces demanding challenge.

Supreme Tactician (Ex): At 20th level, whenever the daring general uses his tactician ability, he can grant any number of teamwork feats that he knows to his allies, and when he uses his tactician ability as a standard action in combat, it does not count against his daily uses of tactician.

This ability replaces supreme charge.

HUSSAR (ARCHETYPE)

Agile and maneuverable cavalry, hussars make up for their relatively light armor with their speed and cunning. They are known for doggedly pursuing their foes even in tight spaces, across rooftops, and in other places that mounted cavalry could normally never reach.

Armor Proficiency: A hussar is proficient with light armor, but not with medium or heavy armor or with shields.

This replaces the cavalier's normal armor proficiencies.

Agile Warrior (Ex): A hussar gains Acrobatics, Escape Artist, Stealth, and Survival as class skills.

This alters the cavalier's class skills.

Fast Mount (Ex): A hussar is able to spur on any mount that he rides to faster speeds than other riders. The base speed of any creature that the hussar is riding increases by 10 feet. This applies to all forms of movement that the mount possesses. At 5th level and every 5 cavalier levels thereafter, this bonus increases by an additional 5 feet (to a maximum increase of 30 feet at 20th level).

This ability replaces tactician, banner, and greater banner.

Skillful Rider (Ex): At 6th level, a hussar and his mount work in tandem to achieve amazing accomplishments of dexterity while riding. As long as the hussar is mounted, whenever he or his mount is required to attempt an Acrobatics, Climb, Escape Artist, Fly, Stealth, or Swim check, he can use his own modifier or his mount's, whichever is higher. Additionally, regardless of whose bonus is used, the hussar gains an additional +2 bonus on all skill checks to overcome obstacles as part of a chase. At 12th level, this bonus increases to +4, and at 18th level, it increases to +6.

This ability replaces the bonus feats gained at 6th, 12th, and 18th levels.

Maneuverable Mount (Ex): At 9th level, a hussar is able to maneuver his mount with exceptional grace and poise, even in areas that would normally be a difficult fit for such a creature. Any creature that the hussar is riding can squeeze into a space that is at least half as wide as its normal space without taking the normal penalties on attack rolls and AC for doing so, though it still moves at half speed. If the mount attempts to squeeze into a space less than half its space's width, it must use the Escape Artist skill to do so, and takes the normal penalties.

This ability replaces greater tactician.

Sudden Swerve (Ex): At 17th level, a hussar's control over his mount is advanced enough to allow the mount to turn on the spot, even when charging forward at full speed. Whenever the hussar makes the charge or run action while mounted, he can make a single turn of up to 90 degrees at any one point during this movement.

This ability replaces master tactician.

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Druid

People in cities might think that the denizens of the wilds know nothing about intrigue, but in many ways, people and animals are the same. Snakes lie in ambush in the grass, much like thieves and assassins prowl in the shadows of a city. Birds with bright feathers perform courtship dances, just like nobles at the royal ball. Some druids observe how nature uses deception and false appearances both defensively and offensively, and learn to channel those powers.

Feyspeaker (Archetype)

Some druids hear the whispers of the natural world like fey creatures do, and learn to mimic those tantalizing murmurs in order to influence the minds of both wild beasts and civilized people. These feyspeakers are often touched by the fey in some way, such as mortals who dared to eat the food and drink the wine while in the hidden halls of the fey.

Fey Magic: At 1st level, a feyspeaker allows the strange idylls of the fey to guide her magic. The feyspeaker uses her Charisma score instead of her Wisdom score as her key spellcasting ability score (to determine her spell DCs, bonus spells per day, concentration checks, and so on).

At 4th, 6th, 8th, 10th, 12th, 14th, 16th, and 18th levels, a feyspeaker adds one enchantment or illusion spell from the sorcerer/wizard spell list to her druid spell list as a spell of 1 level higher (for instance, at 4th level, she could add *color spray* as a 2nd-level druid spell). In order to select a spell, she must be of a level high enough (including the increased spell level) to cast it. Once selected, the spell cannot be changed.

A feyspeaker loses the ability to spontaneously cast *summon nature's ally* spells. She gains the wild shape ability at 6th level and gains all benefits related to wild shape 2 druid levels later than usual. She can never use wild shape to transform into an elemental.

This ability alters wild shape and spellcasting.

Fey Speech (Ex): At 1st level, a feyspeaker's words carry a tiny fragment of the otherworldly power of the fey's voices. She gains Bluff, Diplomacy, Disguise, and Sense Motive as class skills. A feyspeaker also learns Sylvan as a bonus language. In addition, the feyspeaker gains a number of skill ranks at each level equal to 6 + her Intelligence modifier, instead of 4 + her Intelligence modifier. The feyspeaker's base attack bonus from her druid levels is equal to half her druid level (much like a sorcerer's base attack bonus is calculated), rather than the usual druid base attack bonus.

This ability replaces nature sense and alters the druid's base attack bonus, class skills, and skills ranks per level.

Wild Mischief (Ex): At 1st level, a feyspeaker can fool an animal into thinking there is food, a potential mate, or a predator nearby. This ability functions just like a Bluff check to deceive a character. To determine the result of the wild mischief check, the feyspeaker rolls 1d20 and adds her druid level and her Charisma modifier. As with Bluff checks, wild mischief checks are modified depending on the believability of the false information. A typical domestic animal is not particularly suspicious of the feyspeaker (no circumstance modifier), whereas wild animals are usually suspicious (–5 penalty on the check).

To use wild mischief, the feyspeaker and the animal must be able to study each other, which means they must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1 minute, but as when influencing people, it could take more or less time. A feyspeaker can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

This ability replaces the druid's proficiency with medium armor.

Skinshaper (Archetype)

Using the same primal energy with which other druids assume animal forms, skinshapers can imitate some of the most dangerous beasts of all: humans and other humanoids. Rather than merely copying humanoids' shapes and abilities, skinshapers unlock brutal energies that push their borrowed bodies far beyond the capabilities of normal humanoid creatures. Their connection to humanoids bring skinshapers into settlements more often than typical druids, and their penchant for disguise allows them to excel at intrigue.

Class Skills: A skinshaper adds Disguise to her list of class skills, instead of Ride.

This alters the druid's class skills.

Skinshaping (Su): At 4th level, a skinshaper gains the ability to turn herself into any Small or Medium humanoid and back again once per day. This ability functions as per *alter self*, except as noted here. The effect lasts for 1 hour per druid level, or until the skinshaper changes back. Changing form is a standard action and doesn't provoke an attack of opportunity. The skinshaper must be familiar with the form she has chosen. She can use this ability an additional time per day at 6th level and every 2 druid levels thereafter, up to a total of eight times at 18th level. At 20th level, she can use skinshaping at will.

The skinshaper learns to intuitively use her body as a weapon. While skinshaping, she gains the benefit of the Improved Unarmed Strike feat, and her unarmed strike deals damage as if she were a monk with a monk level equal to her druid level – 3.

At 6th level, a skinshaper gains the ability to channel the versatile nature of humanoids to enhance her body and mind. Whenever she uses skinshaping to assume a humanoid shape other than her own, she gains a +2 enhancement bonus to any one ability score. The bonus persists as long as she remains in that form. At 10th, 14th, and 18th levels, she gains an additional +2 enhancement bonus to one ability score. She can distribute these bonuses

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as she wishes in increments of +2, but the enhancement bonus on any single ability score cannot exceed +4.

At 8th level, a skinshaper can imitate humanoid creatures even more accurately. She gains any of the following abilities that the form she assumes has: darkvision 90 feet, low-light vision, scent, climb 60 feet, fly 60 feet (good maneuverability), swim 60 feet, ferocity, orc ferocity, and hold breath. If the form she assumes has the aquatic subtype, she gains the aquatic subtype and the amphibious special quality.

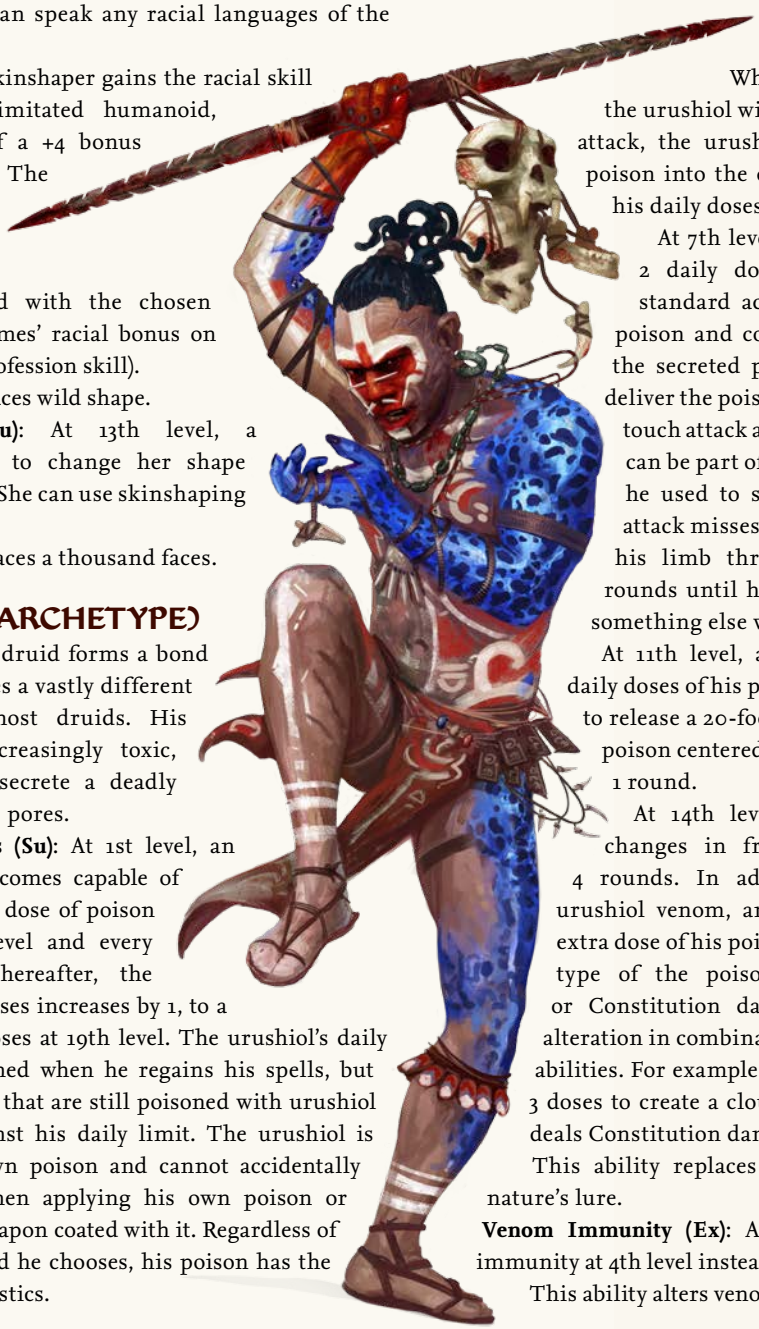
At 12th level, a skinshaper can access the racial memory of the humanoid she is imitating. If the form she assumes has any of the following racial abilities, she gains those abilities: defensive training, hatred, poison use, sneak attack +2d6, stability, and weapon familiarity. Additionally, she can speak any racial languages of the chosen form.

At 16th level, a skinshaper gains the racial skill bonuses of the imitated humanoid, to a maximum of a +4 bonus on a given skill. The skinshaper cannot benefit from any variable racial skill bonuses associated with the chosen form (such as gnomes' racial bonus on any one Craft or Profession skill).

This ability replaces wild shape.

Flashmorph (Su): At 13th level, a skinshaper learns to change her shape extremely quickly. She can use skinshaping as a swift action.

This ability replaces a thousand faces.



URUSHIOL (ARCHETYPE)

When an urushiol druid forms a bond with nature, it takes a vastly different form than for most druids. His body becomes increasingly toxic, allowing him to secrete a deadly poison through his pores.

Toxic Secretions (Su): At 1st level, an urushiol's body becomes capable of producing a single dose of poison per day. At 3rd level and every 2 druid levels thereafter, the number of daily doses increases by 1, to a maximum of 10 doses at 19th level. The urushiol's daily doses are replenished when he regains his spells, but any of his weapons that are still poisoned with urushiol venom count against his daily limit. The urushiol is immune to his own poison and cannot accidentally poison himself when applying his own poison or attacking with a weapon coated with it. Regardless of the delivery method he chooses, his poison has the following base statistics.

Urushiol Venom: *type* poison (varies); *save* Fortitude negates; *frequency* 1/round for 2 rounds; *effect* 1d3 Strength damage; *cure* 1 save. The save DC is equal to 10 + 1/2 the urushiol's level + his Wisdom modifier.

At 1st level, an urushiol can secrete this poison as a numbing injury poison on a natural weapon, unarmed strike, or manufactured weapon by spending 1 of his daily doses as a standard action. He must choose a natural weapon, unarmed strike, or manufactured weapon in his hand that deals piercing or slashing damage and that is not already poisoned or poisonous. The weapon remains poisoned until the urushiol scores a hit with it, the weapon leaves his possession for more than 1 round, or the poison is wiped away.

At 4th level, an urushiol's body becomes so saturated with poison that even his flesh is poisonous. Whenever a creature damages the urushiol with a bite or swallow whole attack, the urushiol can release ingested poison into the creature by spending 1 of his daily doses as an immediate action.

At 7th level, an urushiol can spend 2 daily doses of his poison as a standard action to secrete a contact poison and coat one of his limbs with the secreted poison. The urushiol can deliver the poison by making a successful touch attack as a standard action, which can be part of the same standard action he used to secrete the poison. If the attack misses, the poison persists upon his limb throughout the subsequent rounds until he hits a target or touches something else with his poisoned limb.

At 11th level, an urushiol can spend 3 daily doses of his poison as a standard action to release a 20-foot-radius cloud of inhaled poison centered around him that lasts for 1 round.

At 14th level, an urushiol's venom changes in frequency to 1/round for 4 rounds. In addition, when using his urushiol venom, an urushiol can spend an extra dose of his poison to change the damage type of the poison to Dexterity damage or Constitution damage. He can use this alteration in combination with any of the other abilities. For example, he could spend a total of 3 doses to create a cloud of inhaled poison that deals Constitution damage.

This ability replaces nature bond and resist nature's lure.

Venom Immunity (Ex): An urushiol gains venom immunity at 4th level instead of 9th level.

This ability alters venom immunity.

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Inquisitor

Steeped in the arts of subterfuge, deception, and misdirection, inquisitors are deadly warriors and spellcasters, capable of advancing their causes by any means possible. Whether they use disguises, exercise stealth, manipulate crime scenes, or root out secrets, these divine agents find ways to make themselves indispensable when their deities require intrigue and treacherous dealings.

Inquisitions

Inquisitions were first introduced on page 41 of *Pathfinder RPG Ultimate Magic*. An inquisition can be selected in place of a domain. The following inquisitions are available to any domain-using class, but inquisitions are typically weaker than domains for other classes because they don't grant domain spell slots or domain spells. If an inquisition's granted power calls for a saving throw, the DC of the save is equal to 10 + 1/2 a character's class level in the class that granted the inquisition + her Wisdom modifier. The character's caster level for these granted powers is equal to her character level in the class that granted the inquisition.

Crime Inquisition

Deities: Calistria, Norgorber.

Granted Powers: Your connections to the criminal underworld run deeper than the physical, and your spiritual criminality grants you underhanded powers.

Criminal Minds (Sp): You can touch a creature and fill its mind with criminal impulses. This otherwise functions as per *crime of opportunity* (see page 208), though a target that fails its saving throw and acts on an impulse gets those desires out of its system and becomes immune to the effects of your criminal minds ability for 24 hours. You can use this ability a number of times per day equal to 3 + your Wisdom modifier (minimum 1).

Thief's Soul (Ex): At 8th level, you gain Improved Steal[APG], Greater Steal[APG], and Quick Steal[APG] as bonus feats, even if you don't meet the prerequisites.

Secrets Inquisition

Deities: Calistria, Norgorber.

Granted Powers: You have learned to keep your own secrets close, and your enemies' secrets closer.

Detect Secrets (Su): You have learned how to detect any of a creature's secrets, not just its thoughts. Whenever you cast *detect anxieties* (see page 211), *detect desires* (see page 211), or *detect thoughts* or use any of those spells as a spell-like ability, you can choose to gain the effects of one of the other two spells instead. You are never overwhelmed by a target of these spells that has a high ability score.

Closed Book (Sp): At 8th level, it becomes difficult for your foes to unveil your secrets. You are constantly under the effect of *nondetection*, as if you cast the spell on yourself.

Cloaked Wolf (Archetype)

Some inquisitors are adept at appearing harmless until they throw off their unassuming facades and take their enemies by surprise.

Class Skills: A cloaked wolf adds Sleight of Hand to her list of class skills, instead of Intimidate.

This alters the inquisitor's class skills.

Lure Prey (Ex): Cloaked wolves are skilled at maintaining a harmless guise even while they silently prepare to strike against their enemies. Starting at 1st level, a cloaked wolf receives a morale bonus on all Disguise and Sleight of Hand checks equal to half her inquisitor level (minimum +1). When a cloaked wolf uses Sleight of Hand to draw a hidden weapon, this bonus doubles.

This ability replaces stern gaze.

Always Wary (Ex): A cloaked wolf is always ready for betrayal and subterfuge. Whenever she attempts a Sense Motive check to avoid being surprised by a foe using Bluff to conceal the attack, the cloaked wolf can always act during the surprise round, regardless of the result of the check. At 2nd level, she adds her Wisdom modifier (in addition to her Dexterity modifier) to her initiative checks during any such encounter.

This ability alters cunning initiative and replaces monster lore.

Unleashed Fury (Ex): At 3rd level, a cloaked wolf can transition between parley and combat in the blink of an eye. She gains Quick Draw as a bonus feat.

Additionally, at 6th level and every 3 inquisitor levels thereafter, she gains a bonus feat from the following list: Alertness, Catch Off-Guard, Deceitful, Deft Hands, Dodge, Improved Initiative, Improved Unarmed Strike, Improvised Weapon Mastery, Lookout[APG], Mobility, Spring Attack, Stunning Fist, and Throw Anything. She must meet the prerequisites of the selected bonus feat.

As a standard action, a cloaked wolf can choose to learn a new bonus feat from the above list in place of the most recent bonus feat she has already learned. In effect, the cloaked wolf loses the bonus feat in exchange for the new one. She can only change the most recent bonus feat gained. Whenever she gains a new bonus feat, the previous bonus feat becomes set and cannot be changed again. A cloaked wolf can change her most recent bonus feat a number of times per day equal to her Wisdom modifier (minimum 1).

This ability replaces solo tactics and teamwork feats.

Faith Hunter (Archetype)

Certain relentless inquisitors burn with special hatred for an enemy of specific convictions, and they stop at nothing when obsessively hunting these foes down.

Sworn Enemy (Sp, Su): A faith hunter chooses a single alignment (such as chaotic evil, rather than simply chaotic or evil) that directly opposes her own along either the law/chaos axis or the good/evil axis (so a lawful good faith hunter can choose chaotic good, chaotic neutral, chaotic

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evil, neutral evil, or lawful evil, whereas a neutral good faith hunter can only choose chaotic evil, neutral evil, or lawful evil). Creatures of this alignment are her sworn enemies. She can detect creatures of that specific alignment at will, functioning as *detect evil,* except this ability works only on creatures and detects the specific alignment.

At 6th level, once per day as a swift action, a faith hunter can smite one foe she can see. If the foe is of the faith hunter's sworn enemy alignment, the faith hunter gains a +4 sacred bonus on attack rolls against that foe and a sacred bonus equal to half her inquisitor level on damage rolls made against the foe. Smites against targets of the faith hunter's sworn enemy alignment automatically bypass any DR the creature might possess. If the faith hunter targets a creature that is not of her sworn enemy alignment, the smite is wasted with no effect.

The smite effect remains until the foe is dead or the next time the faith hunter rests and regains her uses of this ability. At 10th level and every 4 inquisitor levels thereafter, a faith hunter can smite her enemies one additional time per day, to a maximum of four times per day at 18th level.

A faith hunter does not gain the justice or destruction judgments.

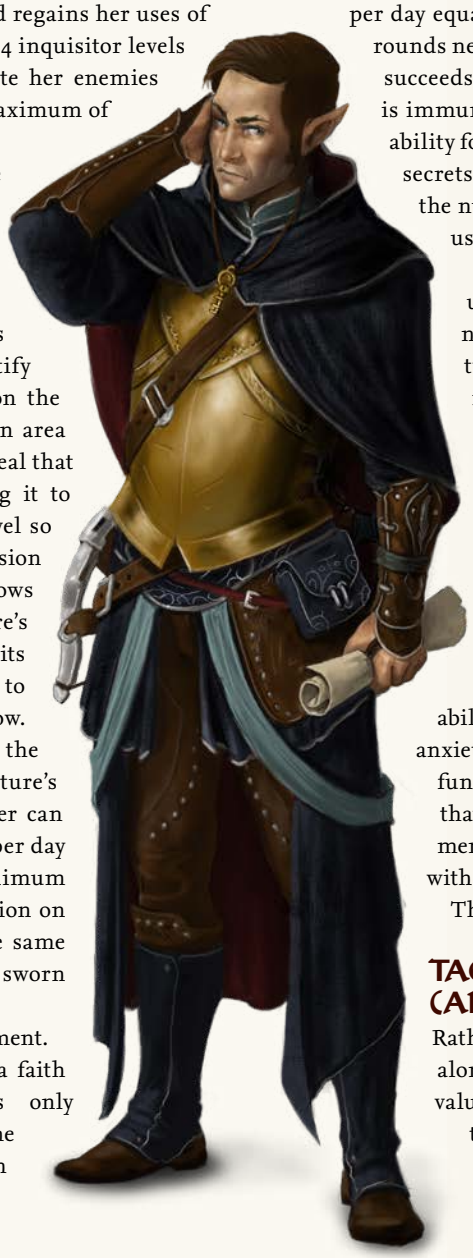
This ability replaces domain and alters judgment.

Enemy Revealed (Su): At 2nd level, when a faith hunter uses her sworn enemy ability to identify a creature's alignment (typically on the third round of concentrating on an area including the creature), she can reveal that creature's alignment aura, causing it to glow for 1 round per inquisitor level so that even creatures with regular vision can see the aura. This not only allows others to recognize the creature's alignment, potentially exposing its true nature, it also allows them to track its location easily by the glow. Even if such a creature is invisible, the telltale glow pinpoints the creature's square or squares. The faith hunter can use this ability a number of times per day equal to her Wisdom modifier (minimum 1), and it doesn't take any extra action on her part to do so; it is part of the same action as concentrating on her sworn enemy detect ability.

This ability replaces detect alignment.

Hateful Bane (Su): At 5th level, a faith hunter's bane ability functions only against creatures that are both the selected creature type and her sworn enemy alignment.

This ability alters bane.



SECRET SEEKER (ARCHETYPE)

Secret seekers are trained in the art of extracting answers from intransigent foes. Recognizing that torture is a poor method of securing truthful intelligence, secret seekers instead prefer magical means of inquiry.

Occult Lore (Su): A secret seeker gains access to the prognostication and read aura occult skill unlocks (*Pathfinder RPG Occult Adventures* 196–197), but not the other occult skill unlocks. If she ever chooses to gain the Psychic Sensitivity[OA] feat or otherwise gains access to all occult skill unlocks, she receives Psychic Maestro[OA] as a bonus feat, with prognostication and read aura as the two occult skill unlocks selected.

This ability replaces monster lore.

Detect Mind (Sp): At 5th level, a secret seeker can *detect anxieties* (see page 211), *detect desires* (see page 211), or *detect thoughts*, as per the spells, for a number of rounds per day equal to twice her inquisitor level. These rounds need not be consecutive. A creature that succeeds at a saving throw against this ability is immune to that secret seeker's detect mind ability for 24 hours. If the secret seeker has the secrets inquisition (see page 28), she doubles the number of rounds per day that she can use this ability.

At 12th level, a secret seeker can use her detect mind ability for a number of minutes per day equal to twice her inquisitor level, rather than rounds. These minutes need not be consecutive but must be spent in 1-minute increments. If the secret seeker has the secrets inquisition, she doubles the number of minutes per day she can use this ability.

This ability replaces bane and greater bane.

Seek Mind (Sp): At 14th level, a secret seeker can use her detect mind ability to seek out people with particular anxieties, desires, or thoughts. This functions as per *seek thoughts*[APG] except that it works with any of the three types of mental output the secret seeker can detect with detect mind.

This ability replaces exploit weakness.

TACTICAL LEADER (ARCHETYPE)

Rather than pursuing their holy missions alone, some inquisitors see the inherent value of working with like-minded allies to accomplish mutual goals.

Leader's Words (Ex): Tactical leaders are skilled at speaking soothing words that keep the peace

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and bolster allies' resolve. A tactical leader receives a morale bonus on all Diplomacy checks equal to half his inquisitor level (minimum +1).

This ability replaces stern gaze.

Tactician (Ex): At 3rd level, 9th level, and 18th level, a tactical leader gains a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. As a standard action, the tactical leader can grant one of these feats to all allies within 30 feet who can see and hear him. Allies retain the use of this bonus feat for 3 rounds plus 1 round for every 2 inquisitor levels the tactical leader has. Allies do not need to meet the prerequisites of these bonus feats. The tactical leader can use this ability once per day at 3rd level, plus one additional time per day at 6th, 9th, 15th, and 18th level.

At 12th level, a tactical leader can use the tactician ability as a swift action. At 18th level, whenever the tactical leader uses this ability, he grants any two teamwork feats that he knows. He can select from any of his teamwork feats, not just his bonus feats.

If the tactical leader also has cavalier levels, these levels stack for determining the number of uses of this ability per day.

This ability replaces solo tactics and teamwork feats.

Battle Acumen (Ex): At 14th level, a tactical leader can grant his judgment benefits to a single other ally within 30 feet who can see and hear the tactical leader as an immediate action. These benefits last until the beginning of the tactical leader's next turn. A tactical leader must have a judgment active to use this ability and the benefits granted are the same as those selected by his judgment. A tactical leader can use this ability a number of times per day equal to his Wisdom modifier (minimum 1).

This ability replaces exploit weakness.

Traceless Operative (Archetype)

Traceless operatives practice subterfuge and careful preparation in order to accomplish their divine mandates.

Conceal Evidence (Ex): A traceless operative knows how to clean up and obscure the evidence of foul play. It takes her 1d3 × 10 minutes to conceal or alter evidence in a 10-foot-by-10-foot area. She uses Disguise to alter evidence or Stealth to conceal it, though bonuses and penalties based on her abilities or effects that disguise or hide her own body (such as from *disguise self*, a *cloak of elvenkind*, or the size modifier on Stealth checks) do not apply. A creature attempting to investigate the scene using Perception must succeed at the original Perception DC or a DC equal to the traceless operative's check, whichever is higher, in order to discover the true evidence. A creature who fails against a traceless operative's Disguise check potentially also derives the false evidence planted by the traceless operative.

This ability replaces monster lore and stern gaze.

Trackless (Sp): At 2nd level, a traceless operative's deity helps obscure her path from others. The DC to track the traceless operative (or a group including her) increases by half her inquisitor level. This does not stack with similar abilities, such as a transporter's trailbreaker ability (see page 43).

This ability replaces track.

Uncanny Dodge (Ex): At 5th level, a traceless operative can react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A traceless operative with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her. If the traceless operative already possesses uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

This ability replaces bane.

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Improved Uncanny Dodge (Ex): At 12th level, a traceless operative can no longer be flanked. This defense denies rogues (or other classes with the sneak attack ability) the ability to sneak attack the traceless operative by flanking her, unless the attacker has at least 4 more rogue levels (or levels in a class that grants the sneak attack class ability) than the traceless operative has inquisitor levels. If the traceless operative already has improved uncanny dodge from another class, the levels from the classes that grant improved uncanny dodge stack when determining the minimum rogue level (or level in another class with the sneak attack ability) required to flank the character.

This ability replaces greater bane.

Umbral Stalker (Archetype)

As a consummate lurker in the shadows, an umbral stalker observes the enemies of her faith and strikes before the unfortunate victims even know she is skulking nearby.

Class Skills: An umbral stalker adds Acrobatics to her list of class skills, instead of Diplomacy.

This alters the inquisitor's class skills.

Dark Descent (Su): An umbral stalker gains the Darkness domain with the Night subdomain[APG], even if her deity normally doesn't offer it.

This ability alters domain.

Judgment: Umbral stalkers are most effective when they get the drop on an opponent. An umbral stalker gains access to the following judgment.

Stalking: The umbral stalker gains a +2 sacred bonus on attack rolls against creatures that are unaware of her presence (typically because she is invisible or using Stealth). This bonus increases by 2 for every 5 inquisitor levels she has.

This ability replaces the justice judgment.

Swift and Silent (Ex): Umbral stalkers often descend upon their prey with deadly grace and efficiency. An umbral stalker gains a morale bonus on all Acrobatics and Stealth checks equal to half her inquisitor level (minimum +1).

This ability replaces stern gaze.

Deadly Efficiency (Ex): At 14th level, an umbral stalker becomes even deadlier against enemies who haven't yet noticed her in the shadows. Whenever she confirms a critical hit against a foe that is unaware of her presence, she ignores any damage reduction the target might have and adds her Wisdom bonus to her damage roll (this multiplies on the critical hit as normal); in addition, if the target has regeneration, the creature loses regeneration on the round following the critical hit and can die normally during that round. Creatures whose regeneration always functions are immune to this ability.

Finally, if the umbral stalker deals energy damage to a creature unaware of her presence with vulnerability to that energy type, she deals 2 extra points of damage per die rolled.

This ability alters exploit weakness.

Vigilant Defender (Archetype)

Some inquisitors focus more on protecting those who share their faiths and their ideals than on actively hunting their enemies. These vigilant defenders often work alongside traveling clerics and paladins.

Shared Judgments (Su): As a swift action whenever a vigilant defender has pronounced judgment on her foes, she can grant all of her allies the bonus or special ability that the judgment bestows. If she has multiple active judgments, they all affect her allies. When she does this, the judgments no longer affect her, and their effects only last for 1 round, after which that daily use of judgment ends immediately, even if the combat is not over. The vigilant defender cannot change any of these judgments to another type during this round.

This ability modifies judgment.

Protect the Faithful (Ex): A vigilant defender can spend 1 minute coaching and teaching a group of allies how best to avoid scrutiny from those who wish them harm. The vigilant defender and her allies cannot be in combat or threatened during this coaching, and allies must be able to see and hear the vigilant defender to benefit from this ability. This ability provides no benefits against enemies that have heard or seen the coaching.

Affected allies receive a morale bonus equal to 1/4 the vigilant defender's inquisitor level (minimum +1) on all Bluff, Disguise, Perception, and Stealth checks outside of combat made to avoid, deceive, or notice other creatures. This bonus lasts for 10 minutes, and the vigilant defender can affect herself and a number of allies equal to her Wisdom modifier (minimum 1). She can coach allies in this way once per day at 1st level, plus one additional time per day for every 4 inquisitor levels she has, to a maximum of six times per day at 20th level.

This ability replaces stern gaze.

Bolster the Wounded (Ex): At 14th level, a vigilant defender can preternaturally sense when her allies are in grave peril and can form a mystical conduit to protect them from the full effects of grievous wounds. As an immediate action whenever an enemy confirms a critical hit against an ally within 30 feet, the vigilant defender can choose to accept half the damage. If she does so, similar to the *shield other* spell, any of her damage reduction, resistances, or immunities do not apply to the damage she takes.

This ability replaces exploit weakness.

True Vengeance (Su): At 20th level, when a vigilant defender calls true judgment down upon a foe, if the foe has killed one of the vigilant defender's allies (permanent sentient allies, such as fellow party members or cohorts, not summoned monsters, animal companions, pets, or the like), the DC of the target's Fortitude save to avoid death is 2 higher. If the foe has not damaged any of the vigilant defender's allies, the DC to avoid death is instead 2 lower.

This ability alters true judgment.

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Investigator

An investigator's use of inspiration can manifest in many different ways depending on the individual, and the practice of alchemy synthesizes theoretical and practical knowledge from a variety of disciplines. In the world of secrets and politics, there exist investigators of all kinds, some dedicated to safeguarding a household, some focused on solving murders via forensic evidence, and even some who turn their talents to the other side of the law and arrange conspiracies, rather than expose them. In the criminal underworld, some investigators use their skills to avoid notice, while others gain bizarre insights from illicit substances. Many of these sorts of investigators often work at odds with each other. For instance, a loyal majordomo might seek to thwart wily conspirators, and a quick-witted forensic physician might link the threat of the spreading addiction to a crazed hallucinist's signature concoction.

Cipher (Archetype)

A cipher is a student of nonexistence. He trains himself to remain undetected and ignored in order to conduct his investigations without opposition or bothersome questions. By staying unseen, a cipher can follow and observe his quarry; being overlooked in a crowd suits him just fine.

Unassuming (Ex): A cipher relies on subtlety, rather than skills that would draw attention to him. A cipher removes Bluff, Diplomacy, Intimidate, and Perform from his list of class skills, and he can never use them with inspiration, regardless of any talents or other abilities he might have. A cipher can use his inspiration on any Disguise, Escape Artist, Knowledge (local), Sleight of Hand, and Stealth check without expending a use of inspiration, provided he is trained in the skill, instead of the normal investigator ability to use inspiration on any Knowledge, Linguistics, or Spellcraft check without expending a use of inspiration.

This alters the investigator's class skills and inspiration.

Inattention Blindness (Su): At 1st level, a cipher can blind nearby creatures to his presence. A creature who would become aware of a cipher's presence when the cipher is within 10 feet per cipher level must succeed at a Perception check against a DC equal to 10 + the cipher's investigator level + his Intelligence modifier or the creature ignores the investigator as though it had not become aware of his presence. The cipher can spend a use of inspiration to raise the DC by 1d6. The affected creature continues to ignore the cipher until he attacks, moves out of range, directly interacts with the creature, interacts with another creature or object in a way the affected creature notices, or otherwise specifically draws attention to himself. If the cipher does none of these things, the affected creature can attempt another Perception check at the same DC for each minute the cipher remains in range.

A creature that was aware of the cipher's presence prior to being in range of his inattention blinding ability is unaffected. This is a mind-affecting compulsion effect.

A cipher can affect only one creature with inattention blindness at any given time, plus one additional creature at 5th level and every 3 investigator levels thereafter, to a maximum of seven creatures at 19th level. Once a cipher reaches that maximum, he can't affect an additional creature until he ends the effect for an already affected creature. If multiple creatures enter the range of inattention blindness simultaneously, they all must attempt Perception checks; the inattention blindness effect affects the creatures with the lowest Perception check results, in order, until it reaches the maximum number of creatures it can affect.

The cipher can suppress or activate inattention blindness as a free action, and dismiss its effects on any affected creature within range as a move action.

This ability replaces trapfinding, poison lore, poison resistance, poison immunity, and trap sense.

Null Aura (Su, Sp): At 4th level, a cipher becomes much harder to notice with divinations. He gains a +4 bonus on saving throws against divination spells, spell-like abilities, and effects.

Attempts to locate the cipher with *scrying* and other spells that share the knowledge and connection rules with *scrying* function only if the caster has firsthand or familiar knowledge of the cipher, or has one of his body parts (not from secondhand knowledge, possession, or a likeness of the cipher).

If the caster does not meet these conditions, or if the cipher succeeds at a saving throw to negate such an effect, the spell or effect reveals nothing but darkness as if the target was invalid or did not exist; unlike normal, even if she is using a spell with a single target, the caster of the divination effect does not discover that her target succeeded at a saving throw.

At 9th level, a cipher benefits from constant *nondetection*, requiring those who wish to use divinations on him to succeed at a caster level check (DC = 15 + his investigator level).

This ability replaces swift alchemy and the investigator talent gained at 9th level.

Evasive (Ex): At 3rd level, a cipher can avoid unusual attacks. He gains the evasion ability, and at 11th level, he gains the improved evasion ability.

This ability replaces the investigator talents gained at 3rd and 11th levels.

Tenuous Threat (Su): At 5th level, a cipher's opponents tend to forget that he is a threat. The first time each day that he successfully hits an opponent who is not the target of his studied combat with a melee attack, the opponent must succeed at a Will save (DC = 10 + 1/2 the cipher's investigator level + his Intelligence modifier) or

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be affected by the cipher's studied strike. This is a mind-affecting effect.

This ability alters studied strike, and replaces the investigator talent gained at 5th level.

Hide in Plain Sight (Su): At 7th level, a cipher can use the Stealth skill to hide even while being observed; as long as his observer is within range of his inattention blindness ability (even if it is not affected by inattention blindness), he can hide without anything to actually hide behind.

This ability replaces the investigator talent gained at 7th level.

CONSPIRATOR (ARCHETYPE)

A conspirator uses his knowledge of investigations to make sure he avoids any investigations that his rivals perform, carefully plotting acts of intrigue behind closed doors. Paranoid to a fault, a conspirator always seems to know when someone else is watching him, and he takes numerous precautions to prevent anyone from observing his most illict actions.

Underhanded (Ex): Conspirators find their skill sets firmly aligned with the goals of the criminal underworld. At 1st level, a conspirator can use inspiration on any Bluff, Disable Device, Disguise, Intimidate, and Sleight of Hand check without expending a use of inspiration, provided he is trained in the skill, instead of on any Knowledge, Linguistics, and Spellcraft check. He can later choose to trade an investigator talent for the ability to use inspiration on any Knowledge, Linguistics, and Spellcraft check without expending a use of inspirtation, provided he is trained in the skill. A conspirator adds half his investigator level (minimum 1) on Bluff checks to appear innocent and on Disguise checks.

This ability replaces trapfinding and alters inspiration.

Watcher Sense (Ex): At 3rd level, a conspirator is able to sense when someone else is watching him. He gains a +1 bonus on Perception checks to notice scrying sensors, *prying eyes*, and other magical effects used to watch him, as well as on Perception checks to act on the surprise round. This bonus increases by 1 at 6th level and every 3 investigator levels thereafter.

Additionally, at 7th level, if a scrying sensor is invisible, the invisibility does not increase the DC of the conspirator's Perception check to notice it, regardless of whether or not he is using an ability that allows him to see invisible things. The DC for his Perception check is equal to 20 + the spell's level (with no +20 increase to the Perception DC for a moving invisible sensor or no +40 increase for an immobile invisible sensor).

This ability replaces trap sense and the investigator talent gained at 7th level.

FORENSIC PHYSICIAN (ARCHETYPE)

A forensic physician specializes in analyzing medical details in order to solve crimes and uncover evidence. Whether it is a disease, blood work, a poison, or bones, the forensic physician's medical expertise allows him great insight into his cases, much to the chagrin of criminals who seek to cover up the nature of their crimes, even those with magical methods at their disposal.

Medical Expertise (Ex): At 1st level, a forensic physician can use inspiration on any Heal checks without expending a use, if he is trained in the skill, but not on any Linguistics check. If he later takes the expanded inspiration investigator talent, he can use inspiration on Linguistic checks without expending a use, if he is trained in the skill.

A forensic physician adds half his investigator level (minimum 1) on Heal checks. This bonus doubles on Heal checks to notice tampering with medical evidence, such as those used to defeat *dress corpse* (see page 212).

This ability alters inspiration and replaces trapfinding.

Disease Lore (Ex): At 3rd level, a forensic physician can use Heal to identify a disease after only 1 minute of examining the symptoms (DC = the disease's saving throw DC), and he can spend 1 minute and attempt a Heal check at the same DC to disinfect an infected object or corpse. At 3rd level, he receives a +2 bonus on saving throws against diseases. This bonus increases by 2 at 6th level and every 3 investigator levels thereafter.

This ability replaces trap sense and the investigator talent gained at 3rd level.

Blood Lore (Ex): At 5th level, a forensic physician can study a sample of

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blood and learn about its origins by attempting a Heal check with a DC of 20 for a creature very familiar to the forensic physician (generally common PC races for a PC forensic physician), 25 if the creature is somewhat familiar to the forensic physician (typically a commonly known monster, but not the subject of many investigations), and 30 or more for rarer creatures. This allows the forensic physician to identify the race of creature that spilled the blood, and the creature's age and gender (if any).

If the forensic physician succeeds at the Heal check but might not have heard of the creature's race before, he can attempt an automatic Knowledge check to see if he knows about the creature. If he succeeds, he identifies the blood (and gains all other benefits of the Knowledge check); otherwise, he knows that he succeeded at the Heal check but the blood is not from a creature he recognizes.

If the blood is in its original setting, and the forensic physician exceeds the DC by 5 or more, he can study the blood to determine a rough estimate of when the blood was shed, and he can study the bloodstain patterns to get an approximate idea of how the creatures involved were positioned and moving.

This ability replaces the investigator talent gained at 5th level.

Hallucinist (Archetype)

A hallucinist imbibes magical drugs to expand his mind into the psychedelic world, extending his awareness to things he could not normally perceive. While a hallucinist's body sways oddly under the effects of his hallucinogen, it grants him strange insights that reveal things to him that others can't see. Hallucinists know that others can't function with these expanded senses, and they use that fact to repurpose their hallucinations as distractions or assaults against their enemies.

Psychedelic Perception (Su): In addition to magical extracts, a hallucinist learns to swiftly mix various psychoactive substances, using a fraction of his own power to create a magical hallucinogen that he can imbibe to grant himself powers of psychedelic perception. A hallucinogen follows all the normal rules and restrictions for an alchemist's mutagen as if they were the same substance, just as a cognatogen does.

At 1st level, the effects of a hallucinogen last for 1 minute per investigator level, and the hallucinogen grants low-light vision and a +2 insight bonus on Perception checks, but imposes a –2 penalty to his Dexterity. At 3rd level, the duration increases to 10 minutes per the hallucinist's investigator level and the insight bonus on Perception checks increases to +4. At 7th level, the hallucinogen also grants *see invisibility* and darkvision 60 feet (or if the hallucinist drinking it already has darkvision, it increases the range of the darkvision by 30 feet) and the Perception bonus increases to +6. At 11th level, the hallucinogen also grants *aura sight*[ACG] and the Perception bonus increases to +8. At 15th level, the hallucinogen also grants blindsense 60 feet and the Perception bonus increases to +10.

This ability replaces trapfinding, the trap sense gained at 3rd level, and the investigator talents gained at 3rd, 7th, 11th, and 15th levels.

Drug Lore (Ex): At 2nd level, a hallucinist has a deep understanding and appreciation of drugs. If the hallucinist spends 1 minute physically examining a drug, he can attempt a Knowledge (nature) check to identify any natural drug or a Knowledge (arcana) check to identify any magical drug (DC = the drug's addiction saving throw DC). Once he identifies a drug, he can spend 1 minute and attempt a Craft (alchemy) check (DC = the drug's addiction saving throw DC) to neutralize 1 dose of the drug. Success renders the dose harmless. The hallucinist has no chance of accidentally drugging herself when examining or attempting to neutralize a drug.

This ability replaces poison lore.

Drug Resistance (Ex): At 2nd level, a hallucinist gains a +2 bonus on all saving throws against drug addiction. This bonus increases to +4 at 5th level, and to +6 at 8th level. At 11th level, a hallucinist becomes completely immune to drug addiction, but he can choose to lower this immunity for any particular drug. If he becomes addicted to a drug, he must fully recover from the addiction before he can resume his immunity to addiction to that drug.

This ability replaces all instances of poison resistance and poison immunity.

Shared Hallucinations (Sp): At 3rd level, a hallucinist under the effects of his hallucinogen can share and manipulate his hallucinatory revelations. By expending 10 minutes of the duration of his hallucinogen or one use of inspiration, he can create an effect similar to *minor image* or *oneiric horror*[OA]. At 5th level, he can create an effect similar to *synesthesia*[OA].

Any of the effects remain only while the hallucinist concentrates upon it, for up to 1 round per hallucinist's investigator level, but otherwise function as the spell. The DC of saving throws against these effects is equal to 10 + 1/2 the hallucinist's investigator level + his modifier.

At 9th level, a hallucinist can expend 10 minutes of the duration of the hallucinogen or one use of inspiration to use *aura alteration*[OA] on one creature or object (unlike the other three abilities, this does not require concentration).

This ability replaces keen recollection, and the investigator talents gained at 5th and 9th levels.

Simultaneous Study (Su): At 6th level and every 3 investigator levels thereafter, the expanded mind of a hallucinist is able to maintain his studied combat bonuses against an additional target at the same time. In order to do so, the hallucinist must be using his psychedelic perception ability and must expend one use of inspiration in order to designate each target beyond the first target (this cost stacks with the use of inspiration required to designate a target more than once per 24 hours). He still needs to take a move action for each target, designating

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them one at a time. The hallucinist can discard this connection to a target of studied combat as a free action, allowing him to study another target in its place.

This ability alters studied combat and replaces all remaining trap sense.

MAJORDOMO (ARCHETYPE)

A majordomo is a skilled individual able to keep the complex operations of a noble's holdings running on a day-to-day basis. In a world of intrigue where the loyalties of staff can be bought and sold, sometimes it takes the skills of an investigator to follow the byzantine paper trails and prevent embezzling and espionage within the estates of the elite.

Paper Trail (Ex): A majordomo is trained to uncover forgeries and trace down discrepancies in paperwork in order to ferret out intrigue. She adds half her investigator level (minimum 1) to Linguistics and Profession checks to spot a forgery, deal with paperwork, and notice discrepancies in paperwork.

A majordomo who analyzes the handwriting of a document and succeeds at a Linguistics check against a DC equal to 20 + the writer's Bluff bonus gets a hunch about whether the document's writer was lying or otherwise nervous. This ability doesn't work if the document was dictated to someone who thought the contents were legitimate.

This ability replaces trapfinding.

Delegate (Ex): In order to perform all the necessary tasks of her household, a majordomo quickly learns how to delegate. At 1st level and every 3 investigator levels thereafter, a majordomo gains a bonus teamwork feat. As a standard action, she can grant all allies within 30 feet who can see or hear her one of these teamwork feats (even if they don't meet the prerequisites) for a number of rounds equal to 3 + her investigator level. She can use this ability once per day at 1st level, plus an additional time at 4th level and every 3 levels thereafter.

At 4th level, a majordomo can use her delegate ability and designate a single noncombat task that could make use of the teamwork feat (for instance, designating the Cooperative Crafting[APG] feat and a session of crafting). As long as the allies pursue the task uninterrupted, instead of experiencing the benefits for a number of rounds equal to 3 + the majordomo's investigator level, her allies retain the benefits until the task is complete, to a maximum of 8 hours. Additionally, the majordomo can use her delegate ability as a move action instead of a standard action.

At 7th level, a majordomo can use her delegate ability to grant two teamwork feats to her allies, instead of one feat. At 10th level, she can also use her delegate ability as a swift action. At 13th level, she can grant up to three teamwork feats to her allies when she uses delegate.

At 16th level, she can spend 1 minute and use her delegate ability to grant a single teamwork feat to all of her allies until the next time she recovers uses of her delegate ability. As usual for multiple uses of the same ability, if she later uses delegate to grant three teamwork feats, the two uses don't stack to grant four bonus teamwork feats, but the longer-duration teamwork feat returns after the three shorter-duration feats expire.

This ability replaces the alchemy and swift alchemy abilities. Additionally, a majordomo can't take the alchemist discovery investigator talent or any discovery that affects or involves alchemy.

Inspired Manager (Ex): At 3rd level, a majordomo knows how to make just about any work task more efficient, from cleaning a great hall after a big party to crafting a magic item.

Whenever an ally begins a workday task such as Craft, Profession, magic item creation, spell research, managing a kingdom, using the downtime rules, or other similar tasks, the majordomo can spend one use of inspiration and 1 minute of planning to create a plan for that ally. If the ally chooses to follow the majordomo's plan and attempts the task on the same day, if the task would normally take at least 4 hours, it instead takes 30 minutes less time, and if the task would normally take at least 8 hours, it instead takes 1 hour less time.

If using the kingdom-building rules from *Pathfinder RPG Ultimate Campaign*, at 3rd level, the majordomo counts her Intelligence score as 2 higher when determining the bonus she provides in a kingdom leadership role. Her effective Intelligence score increases by an additional 2 at 6th level and every 3 investigator levels thereafter.

This ability replaces all instances of trap sense.

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Mesmerist

Mesmerists are exceptional masters at using their powers of persuasion and hypnotism to subtly manipulate others, making them perfect orchestrators of nefarious plots of intrigue.

Enigma (Archetype)

An enigma spends his life dedicated to developing psychic abilities that allow him to operate unnoticed. While the target of a mesmerist's hypnotic stare might not realize that the mesmerist is the source of the strange thoughts invading his mind, an enigma takes that mental obfuscation to a more extreme level. Enigmas often end up serving as master spies and infiltration experts.

Solipsism (Su): At 1st level, whenever the enigma uses hypnotic stare on a creature, instead of applying a penalty on the creature's saving throws, the enigma begins to fade from the creature's view. Until the enigma's next turn, the enigma gains the effects of concealment against that creature (unless it can see invisible creatures). Starting on the enigma's next turn, he gains the effect of *invisibility* against that creature. These effects last as long as the enigma continues to use his hypnotic stare, but if he takes an action that would end *invisibility*, it ends his hypnotic stare immediately. The enigma can reinstate this effect whenever he wishes, but each time it begins with 1 round of concealment. At 8th level, attacks that would end *invisibility* do not end the enigma's hypnotic stare, and after 1 round of concealment, he gains the benefits of *greater invisibility* against the target of his stare.

For the purpose of bold stare improvements, the enigma's hypnotic stare always has a penalty of –1.

This ability alters hypnotic stare.

Veiled Steps: An enigma gains a bonus to his Stealth checks equal to 1/4 his mesmerist level (minimum +1).

This ability replaces consummate liar.

Enigmatic Stare (Su): The target of an enigma's hypnotic stare takes a –4 penalty on Perception checks to notice the enigma. At 8th level, this penalty increases to –6.

This ability replaces painful stare.

Transfer Affliction (Su): At 3rd level, the enigma can afflict others with the harmful conditions that he endures. This ability functions as the touch treatment ability, but can only be used to remove harmful conditions from the enigma, not other creatures. In order to remove these harmful effects, the enigma must succeed at a touch attack against another creature. The creature touched gains the chosen harmful effect for whatever duration it would have afflicted the enigma and the effect is removed from the enigma, unless the creature succeeds at a Will save (DC = 10 + 1/2 the enigma's mesmerist level + his Charisma modifier). Using this ability is always a standard action. At 14th level, the enigma can instead expend one use of touch treatment to replicate the effects of *bestow curse*, delivered as a touch attack as part of using this ability. Transfer affliction is a mind-affecting effect.

This ability alters touch treatment.

Sneak Attack (Ex): At 5th level, an enigma gains the sneak attack ability of a rogue. This sneak attack damage is +1d6 at 5th level, and increases by +1d6 every 4 mesmerist levels thereafter.

This ability replaces manifold tricks.

Detection Void (Su): At 11th level, an enigma can elude detection spells (spells with "detect" in their name). A creature using this sort of magic against the enigma must succeed at a caster level check against a DC equal to 15 + the enigma's class level to succeed (as if the enigma was under the effect of a *nondetection* spell); failure means the magic fails to detect the enigma, as if he did not exist.

This ability replaces glib lie.

Absentia (Su): At 20th level, all creatures adjacent to the enigma subconsciously ignore him. Adjacent creatures are always treated as flat-footed to the enigma and are not considered to be directly observing the enigma for the purpose of the Stealth skill. This effect ends immediately if the enigma makes a successful attack against any creature, but automatically resumes at the beginning of his next turn.

This ability replaces rule minds.

Eyebiter (Archetype)

Mesmerists focus their abilities through the eyes, drawing forth their power as the windows to the mind and soul. Eyebiters take this a step further. An eyebiter's eyes become so infused with psychic might that they can leave the eyebiter's body and move about on their own.

Eyeball Familiar (Ex): An eyebiter imbues one of his eyes with limited sentience, so that he can pluck it out and allow it to move on its own. The eyeball familiar functions similarly to the tumor familiar alchemist discovery (*Pathfinder RPG Ultimate Magic* 17) except as follows. The eyeball familiar does not have fast healing. The eyeball familiar doesn't resemble an animal, and its size is Fine for a Medium or smaller eyebiter (or one size category larger for every size category the eyebiter is larger than Medium). It has a fly speed of 20 feet (perfect maneuverability) and no physical attacks (though it can still deliver touch spells once the eyebiter has reached 3rd level). The eyeball has a Strength score of 1, a Dexterity score of 12, and a Constitution score of 10. It has no set Hit Die, base saves, or skill ranks of its own, though it uses its master's when a familiar normally would. It doesn't grant its master any familiar bonus, nor can it ever be an improved familiar.

Whenever the eyebiter's eyeball familiar leaves his body, he is dazzled until it returns (if it is destroyed, the eyebiter loses that eye until he gains the effects of a *regeneration*). An eyebiter must have at least one eye to use this ability, and an eyebiter with only one eye is blinded instead of dazzled until his familiar returns.

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This ability replaces consummate liar and the mesmerist trick gained at 1st level.

Ocular Occlusion (Su): At 3rd level, an eyebiter gains the ability to cloud the sight of others with a melee touch attack. He can use this ability as a standard action a number of times per day equal to 3 + his Charisma modifier. A successful Will save negates the effect (DC = 10 + 1/2 the eyebiter's mesmerist level + his Charisma modifier); this is a mind-affecting ability. If the eyebiter chooses to use an ocular occlusion of a lower level than the highest-level effect he has gained, he can instead use a standard action to target a creature within 30 feet with that effect as a ranged touch attack.

Clouded Vision: At 3rd level, the eyebiter can cause the target to become dazzled for 1 minute and suffer a 20% miss chance on all attacks the target makes against opponents within 60 feet. Opponents more than 60 feet away have total concealment from the target.

Cause or Cure Blindness: At 6th level, the eyebiter can blind the target for 1 minute or affect it as per the spells *remove blindness*.

Eyeless Horror: At 10th level, the eyebiter creates a powerful illusion that causes the target's eyes to appear as if they have been ripped out, with blood pouring from the sockets. The target is blinded and shaken for 1 round per the eyebiter's mesmerist level, taking 1d4 points of nonlethal damage each round. The target can attempt a second Will save when attacked to negate the shaken effect and the nonlethal damage.

Spellblight: At 14th level, the eyebiter can afflict the target with the ebon eyes, the eldritch cataracts, or the hemoculysis spellblight (*Ultimate Magic* 95).

This ability replaces all instances of touch treatment.

Staring Eye (Su): At 5th level, an eyebiter can expend one use of his daily mesmerist tricks to either see through his eyeball familiar as if it were an *arcane eye*, or to use his hypnotic stare (including related abilities like painful stare and bold stare), as well as any gaze attack he possesses (like *burning gaze* and *eyebite*) through his eyeball familiar, as if he were at its location.

This ability replaces mental potency.

Omnivisual (Ex): At 11th level, an eyebiter's roving eyeball familiar is constantly watching in all directions. As long as his eyeball familiar is outside his body and near enough to see the same things (such as being in the same room), the eyebiter gains all-around vision (*Pathfinder RPG Bestiary 2* 294) and cannot be flanked.

This ability replaces glib lie.

Fey Trickster (Archetype)

Most mesmerists draw psychic power from the Astral Plane, but a few gain their powers in an unusual way: from a brush with the fey. Prisoner-guests of the fey, these souls find themselves changed when they return to the mortal world, infused with the eldritch energy of their former hosts.

Class Skills: A fey trickster adds Handle Animal, Knowledge (nature), and Survival to her list of class skills, instead of Appraise, Knowledge (dungeoneering), and Profession.

This alters the mesmerist's class skills.

Nature's Lure: Rather than casting psychic spells from the mesmerist spell list, a fey trickster casts divine spells drawn from the druid and ranger spell lists, in just the same way as a hunter does. This means that she gains orisons instead of knacks. This doesn't change her number of spells per day or spells known. The fey trickster's mesmerist spells and spell-like abilities count as if they were fey spell-like abilities for the purpose of effects like resist nature's lure that apply against fey spell-like abilities.

This alters the mesmerist's spellcasting.

Feytouched (Ex): At 2nd level, a fey trickster's time with the fey has granted her strange powers, as well as resistance to further fey mischief. The fey trickster gains the druid's resist nature's lure and woodland stride abilities, and she counts as both fey and her original creature type for the purpose of spells and effects.

This ability replaces towering ego.

Fey Veil (Sp, Su): At 3rd level, a fey trickster's physical form begins to shift, as she gains some of the impossible allure of the fey. At the same time, she begins able to use fey veils to assist herself and her allies in befuddling and bewitching their opponents. She can use her fey veils a number of times per day equal to 3 + her Charisma modifier. Using the ability is a standard action (or a swift action if the fey trickster calls up a veil over herself). If she targets another ally, the fey trickster must be able to contact the ally bodily, usually with a kiss. When she uses her fey veil, the fey trickster subtly alters the appearance and aura of her target, granting one of the powers allowed by her mesmerist level.

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At 3rd level, she can grant the ally a +2 circumstance bonus on her choice of Diplomacy, Intimidate, or Handle Animal checks for 1 minute. At 6th level, she can change the ally's form so thoroughly that the ally gains a +10 bonus on Disguise checks until the next sunrise (similar to the bonus from *disguise self*, but it also disguises touch and sound, and it doesn't allow a saving throw to disbelieve). At 10th level, the fey trickster can make the ally and her aura so attractive or repulsive for 10 minutes that the veil automatically adjusts the moods of those who see the ally and fail their saving throw, as *telempathic projection*[OA]. At 14th level, a fey trickster can create a veil so powerful that it fools even reality, granting the full effects of both the 6th-level fey veil and *alter self* to the target for 1 hour. Each of these abilities, even the 14th-level ability, is an illusion and glamer effect, though the last ability counts as a size-changing polymorph effect for the limit of only one polymorph or size-changing effect on a creature.

This ability replaces touch treatment.

One with the Fey: At 20th level, a fey trickster fully transforms into a fey, though she can still choose to count as her original creature type as well whenever it would be advantageous to her (such as if she is a humanoid and wishes to be affected by *reduce person*). She gains low-light vision as well as an additional ability depending on which type of fey she chooses to most closely associate with. Some examples follow.

Erlking: The fey trickster is constantly under the effects of *haste*.

Nymph: The fey trickster gains the nymph's unearthly grace ability (*Pathfinder RPG Bestiary* 217)

Quickling: The fey trickster gains the quickling's supernatural speed ability (*Pathfinder RPG Bestiary 2* 227).

Rusalka: The fey trickster gains the rusalka's tresses ability and four tress primary natural attacks similar to those of a rusalka (*Pathfinder RPG Bestiary 3* 232).

This ability replaces rule minds.

Thought Eater (Archetype)

Mesmerists that learn to pierce deep into the minds of their victims are known as thought eaters, dangerous individuals capable of devouring thoughts and assuming the knowledge those notions represent for themselves.

Assume Identity (Su): When a thought eater targets a creature with his hypnotic stare ability, the thought eater gains a bonus on Disguise checks to appear as that creature. This bonus is equal to the thought eater's mesmerist level, and lasts for 24 hours, or until he uses his hypnotic stare ability on a different creature.

This ability replaces consummate liar.

Assume Morality (Su): At 2nd level, the thought eater's alignment matches that of the target of his assume identity ability for the purposes of spells and effects that discern alignment. This includes any increase to alignment aura strength from class features, such as a cleric's aura ability.

This ability replaces towering ego.

Assume Knowledge (Su): At 3rd level, the thought eater can choose one Knowledge skill possessed by the target of his hypnotic stare. He uses the target's number of ranks in that skill, instead of his own, to calculate his bonus (but not for other purposes, such as meeting the prerequisites of feats) to a maximum number of ranks equal to his mesmerist level. This ability lasts for 24 hours or until he uses his hypnotic stare ability on a different creature.

This ability replaces touch treatment.

Consume Identity (Su): At 20th level, when the thought eater kills a target of his hypnotic stare, he can choose to entirely consume the creature's identity, mind, body, and soul as a free action. The target's corpse dissolves and as long as the thought eater lives, the target of consume identity cannot be brought back from the dead until the thought eater releases the identity (a standard action) or uses consume identity on another target. The creature's soul can also be released by a *wish* or *miracle* (which ends the effect of consume identity). When the thought eater has consumed an identity, all divination spells identify him as (and consider him to be) the creature whose identity he consumed rather than himself. This ability fools any spell short of *discern location*. *Discern location* pinpoints the thought eater's location, whenever either the thought eater or the consumed creature is the target of that spell.

This ability replaces rule minds.

Vizier (Archetype)

While many mesmerists focus on beguiling their foes or taking overt control of others with their mental powers, viziers carve out a subtler niche for themselves as advisors. An adventuring vizier is delighted that enemies focus on the raging barbarian or spell-slinging wizard first, not realizing the threat posed by the vizier until it's too late.

Insidious Influence (Su): A vizier subtly influences his allies and others who trust him, making it more likely they will follow his suggestions. Allies with mesmerist tricks implanted by the vizier take penalties on Will saves made to resist the vizier's abilities and spells, and on Diplomacy, Intimidate, Sense Motive checks attempted against the vizier. This penalty equals that imposed by the vizier's hypnotic stare. If the vizier uses his hypnotic stare against such an ally, these penalties stack.

At 3rd level, the vizier automatically gains the susceptibility bold stare improvement, and it also applies to the DCs of any influence check (see page 102) to manipulate the target (even if it isn't Diplomacy or Intimidate).

This ability replaces consummate liar and the bold stare improvement gained at 3rd level.

Power Behind the Throne (Su): At 2nd level, the vizier can use his mesmerist powers to make it seem like he is just a hanger-on who isn't contributing to a combat or social situation. This includes making it seem like one of his allies is casting his spells instead. When the vizier casts a spell, once the vizier's spell is complete, a glamer subtly

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alters onlookers' memories and perception of the spell's casting such that all the usual manifestations of the spell indicate that the caster was one of the vizier's allies with an implanted trick. Creatures who observed the spellcasting can attempt a Will save (DC = 10 + 1/2 the vizier's mesmerist level + his Charisma modifier) to disbelieve the glamer. Since this effect only comes into play after the spell's casting is complete, any attempts to ready an action against the spellcasting, counterspell, or take attacks of opportunity still work as normal. This ability does not prevent or otherwise hinder creatures from correctly targeting such attacks and abilities against the vizier (for instance, a creature readying an action to shoot an arrow to interrupt the spellcasting would still shoot the vizier). Additionally, when the vizier triggers an ally's implanted trick, flashy effects make it appear as if the ally was using an activated ability of her own.

At 5th level, the vizier doesn't provoke attacks of opportunity when using power behind the throne, as if under the effects of a constant *illusion of calm*[UC]. A creature that disbelieves this second effect becomes immune to that vizier's *illusion of calm* for 24 hours.

This ability replaces towering ego and mental potency.

Vox (Archetype)

Most mesmerists practice their mental manipulation through their entrancing gaze, but others have learned to practice their skill through the lilt and intonation of their voice. From sibilant whispers to overwhelming imprecations that resonate with the force of pure will, a vox unleashes the power of his mind with every silken syllable and shattering shout.

Spells: A vox adds the following spells to his class list: 1st—*ear-piercing scream*[UM]; 2nd—*cacophonous call*[APG], *disrupt silence* (see page 212), *distracting cacophony*[UM], *piercing shriek*[UM], *sonic scream*[ACG]; 4th—*shout, sonic thrust*[UM], *wall of sound*[UM]; 5th—*cacophonous call (mass)*[APG], *echolocation*[UM], *resonating word*[UM]; 6th—*magnifying chime*[ACG], *shout (greater), sonic form*[ACG]. Unlike most psychic spells, a vox's mesmerist spells use both thought and verbal components; like a bard, a vox cannot remove the verbal components of his spells.

This alters the mesmerist's spellcasting and replaces towering ego, the mesmerist trick normally gained at 10th level, and touch treatment (break enchantment).

Compelling Voice (Su): A vox can focus the sound of his voice on one creature within 30 feet as a swift action, sapping that target's willpower and rendering her more vulnerable to mind-affecting powers, rather than using a stare like other mesmerists. A vox can use his compelling voice even while deafened, but it has a 20% chance to fail, just like casting a spell with a verbal component. The target does not need to be able to understand what the vox is saying, but does need to be able to hear the sound of the vox's voice (for instance, this ability cannot be used if either the vox or his target is in an area of magical silence). Otherwise, the vox's compelling voice has the effects of the standard mesmerist's hypnotic stare, and it gains further benefits as normal from abilities like the painful stare and bold stare class features.

This ability alters hypnotic stare.

Wounding Words (Su): At 3rd level, a vox can focus the power of his voice to magnify the force of his blows in melee. As a standard action, a vox can make a melee touch attack that deals 1d6 points of sonic damage plus 1 point per mesmerist level. Alternatively, he can make a single attack with a melee weapon as a standard action, adding the listed sonic damage to the damage dealt by his weapon on a successful attack. He can use this ability a number of times per day equal to 3 + his Charisma modifier.

If the target of the vox's wounding words is also the target of his compelling voice, that creature must succeed at a Will save (DC = 10 + 1/2 the vox's mesmerist level + his Charisma modifier) or take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks for 1 round. This penalty doesn't stack with the effects of the Concussive Spell[UM] metamagic feat.

This ability replaces touch treatment (minor) and touch treatment (moderate).

Subsonic Strike (Su): At 10th level, a vox is able to unleash a deadly flurry of his wounding words as a standard action. He can target a number of creatures or objects equal to his Charisma modifier (minimum 1) within 30 feet, requiring a ranged touch attack against each target. If the target of his compelling voice is within 30 feet, he can choose to instead target only that creature with a single ranged touch or melee touch attack, dealing double normal damage on a successful attack. Whatever choice he makes, the vox must expend one use of wounding words.

This ability replaces touch treatment (major).

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Ranger

While the stereotypical ranger excels in wilderness survival, these versatile characters can train to learn the secrets of any environment, be they filthy alleys or glimmering palaces. Rangers who find their lives dominated by intrigue often develop special skills that make them adept at gathering and disseminating intelligence, smuggling people past the authorities, and subverting enemy organizations from within.

Combat Styles

Rangers and other characters who gain combat styles can also select from the following new options. Such characters can choose feats from their selected combat style even if they do not meet the normal prerequisites for the feat in question.

Deceptive: If the ranger selects the deceptive combat style, he can choose from the following list whenever he gains a combat style feat: Disengaging Feint[UC], Improved Feint, Ranged Feint (see page 89), and Two-Weapon Feint[UC]. At 6th level, he adds Greater Feint and Misdirection Tactics (see page 87) to the list. At 10th level, he adds Disengaging Shot[UC] and Passing Trick[UC] to the list.

Menacing: If the ranger selects the menacing combat style, he can choose from the following list whenever he gains a combat style feat: Dazzling Display, Enforcer[APG], Gory Finish[UC], and Intimidating Prowess. At 6th level, he adds Martial Dominance (see page 86) and Shatter Defenses to the list. At 10th level, he adds Dreadful Carnage[APG] and Improved Critical to the list.

Underhanded: If the ranger selects the underhanded combat style, he can choose from the following list whenever he gains a combat style feat, and if he chooses Combat Expertise, he counts as having 13 Intelligence for the purpose of selecting that feat and others that have Combat Expertise as a prerequisite: Combat Expertise, Dodge, Improved Dirty Trick[APG], and Improved Steal[APG]. At 6th level, he adds Greater Dirty Trick[APG] and Greater Steal[APG] to the list. At 10th level, he adds Quick Dirty Trick[UC] and Quick Steal[UC] to the list.

Code Runner (Archetype)

A code runner specializes in the subtle and speedy transfer of secret messages. He performs long runs between distant lands, sometimes spanning continents and often traversing difficult terrain. He trains his mind both to memorize long messages and to resist any attempts to steal his covert communiques.

Class Skills: A code runner adds Knowledge (local) and Linguistics to his list of class skills, instead of Handle Animal and Heal.

This alters the ranger's class skills.

Mnemonic Genius (Ex): A code runner learns to memorize and accurately recall information, even if he does not speak or understand the language in which the information was presented. The code runner can spend 1 hour and attempt a DC 15 Linguistics check to memorize a single passage of up to 150 words of information in a language he speaks.

For every 5 by which he exceeds the DC, he can memorize 150 additional words. The DC is increased by 10 if the message is encoded or in a language he doesn't understand. A code runner can memorize one such message at any given time. If he fails to memorize a message, he can retry as many times as he wants, as long as he spends 1 hour each time. Once a message has been memorized, he can recall it with perfect accuracy until he memorizes a different message.

This ability replaces wild empathy.

Resist Interrogation (Ex): At 4th level, a code runner gains a bonus equal to half his ranger level on saving throws against divination effects. At 11th level, if he

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succeeds at a saving throw against a divination effect that would grant its caster knowledge or information, the caster is not aware that the saving throw was successful, and the code runner can attempt a Bluff check opposed by the caster's Sense Motive check in order to send false information to the caster.

This ability replaces hunter's bond.

DANDY (ARCHETYPE)

The antithesis of the gruff and wild woodsmen, a dandy takes effort to master the subtle etiquette of noble courts, the whispers of dark rumors, and the customs of the cultured world. Nonetheless, he is still a ranger at heart, and he hunts for rumors and gossip throughout the grand ballrooms of the wealthy and powerful just as most rangers hunt for enemies in the wilderness.

Class Skills: A dandy adds Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), and Sense Motive to his list of class skills, instead of Handle Animal, Knowledge (dungeoneering), Knowledge (geography), Knowledge (nature), and Survival.

This alters the ranger's class skills.

Favored Nation (Ex): Each time he would select a favored enemy, a dandy instead selects a country with whose courtly graces he is wholly versed and studied. He gains a +2 bonus on Bluff, Diplomacy, Knowledge, Perception, Sense Motive, and Survival checks against courtiers, officials, nobles, and gentry from that nation. Likewise, he gains a +2 bonus on weapon attack and damage rolls against them.

A dandy can attempt the appropriate Knowledge checks untrained to identify such people from the selected country. A dandy gains additional favored nations, and can increase the bonuses of one of his current favored nations, in the same way he would with a normal ranger's favored enemy.

This ability replaces favored enemy.

Rumor Empathy (Ex): A dandy can alter the flow and spread of rumors in his favor. This functions similarly to wild empathy, except that it takes 1 day (8 hours of work), instead of 1 minute, and it affects the general tenor of a rumor instead of a wild animal.

A successful rumor empathy check allows the dandy to increase or decrease the rumor's tone by one step. For example, he could make an indifferent rumor friendly and thus positive toward its target, or an unfriendly rumor hostile and thus even more negative toward its target than it was originally.

The difficulty of influencing a rumor depends on the size of the community in which it is spreading. The DC of the check is 15 in a village or smaller settlement. This DC increases by 5 and the number of days required to attempt the check increases by 2 for every settlement size category larger than a village—to a maximum of DC 40 and 11 days to affect a rumor spreading through an entire metropolis.

If the rumor is only spreading through a smaller segment of the population, such as the elven district in a larger metropolis, use the population of that smaller segment to determine the DC and number of days of work required to use rumor empathy. The DC also increases by 10 if the rumor is about the dandy himself, since the dandy is obviously a biased source with respects to rumors about his own person.

This ability replaces wild empathy.

Favored Terrain (Ex): At 3rd level, a dandy gains favored terrain (urban), and though the ability continues to increase at the same levels, he doesn't add additional terrains. However, at 8th level, whenever he is at a courtly function or party, his favored terrain bonuses increase by an additional 2.

This ability alters favored terrain.

Hobnob (Ex): At 4th level, a dandy must choose his allies as his hunter's bond, not an animal companion. In addition to the usual hunter's bond ability, the dandy can spend 10 minutes at a particular event or party hobnobbing and introducing his allies to the right people in order to provide them with half the skill bonuses of his favored nation (though not the bonuses on attack and damage rolls) for the duration of the event.

This ability alters hunter's bond.

Dandy Spells (Su): At 4th level, the dandy gains a different sort of spellcasting than most rangers. A dandy uses his Charisma instead of his Wisdom to determine spells per day, DCs, and other factors related to spellcasting. He casts spells spontaneously from the bard spell list (rather than the ranger spell list) with the same number of spells known and spells per day as a medium (*Pathfinder RPG Occult Adventures* 30) of his ranger level.

This ability alters the ranger's spellcasting.

Party Crasher (Ex): At 7th level, the dandy is able to finagle his way into fancy parties, kings' balls, and other social events meant for the cream of society. To do so, he must attempt a DC 25 Diplomacy check, which takes 1d4 hours. If he succeeds, he finds himself an invitation, an invitee looking for a date, a staff member willing to look the other way, or some other way to enter the party. This does not allow him to break into restricted areas or to infiltrate strictly closed gatherings, such as secret meetings; it only allows him access to social events.

This ability replaces woodland stride.

GUILDBREAKER (ARCHETYPE)

Some rangers aren't the type to put their steel and sweat behind fighting particular kinds of creatures. Instead, these shrewd warriors alter their focus and dedicate their efforts to dismantling enemy organizations. Guildbreakers stoke their enmity for their foes, and they train to track the movements of rival organizations, and even to infiltrate these groups to gather secret intelligence.

Class Skills: A guildbreaker adds Bluff, Disguise, and Knowledge (local) to his list of class skills, instead of Handle Animal, Heal, and Knowledge (geography).

This alters the ranger's class skills.

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Favored Organization (Ex): When a guildbreaker selects a favored enemy, he can opt to select a specific organization, such as a particular thieves' guild, in lieu of a specific creature type. The guildbreaker must select this option for his first favored enemy, but he can choose either option for his later favored enemies. The guildbreaker's bonuses from favored enemy apply against official members of this organization regardless of their creature type, but not against the organization's allies, paid mercenaries, or forced labor. This ability only applies if the guildbreaker knows that the target is a member of the organization.

This ability alters favored enemy.

Read the City (Ex): A guildbreaker spends most of his time in cities and large population centers. As a result, he gains an innate sense of comings and goings in the hustle around him. When in an urban environment, a guildbreaker can use the Survival skill to gather information, but only about the movements of creatures and what sort of people (races, social classes, predominant professions, and the like) occupy the community. Unlike with the normal way to gather information, the guildbreaker studies the signs of the city instead of asking around, so it doesn't spread word about the nature of his questions to others.

This ability replaces wild empathy.

Deep Cover (Ex, Su): Guildbreakers may work to dismantle their enemies' power structures from within, and they know how to gather resources and the necessary trappings in order to masquerade as a member of those organizations. At 4th level, a guildbreaker adds a circumstance bonus equal to twice his favored organization bonus to all Bluff and Disguise checks to appear to be a member of the organization (this does not apply on Disguise checks to change his appearance and replace a specific member, but rather to checks related to appear to be a general member of the organization).

The bonus on Bluff checks from deep cover stacks with the guildbreaker's overall bonus from favored organization if the person he is attempting to deceive is also a member of that organization.

A guildbreaker posing as a member of one of his favored enemy organizations automatically defeats truth-telling magic (as if under the effects of *glibness*), but only for the purpose of claiming to be a member of the organization. Truth-telling magic can still expose him with a more indirect question, such as a member of a non-religious evil organization asking the guildbreaker for the identity of his patron deity.

This ability replaces hunter's bond.

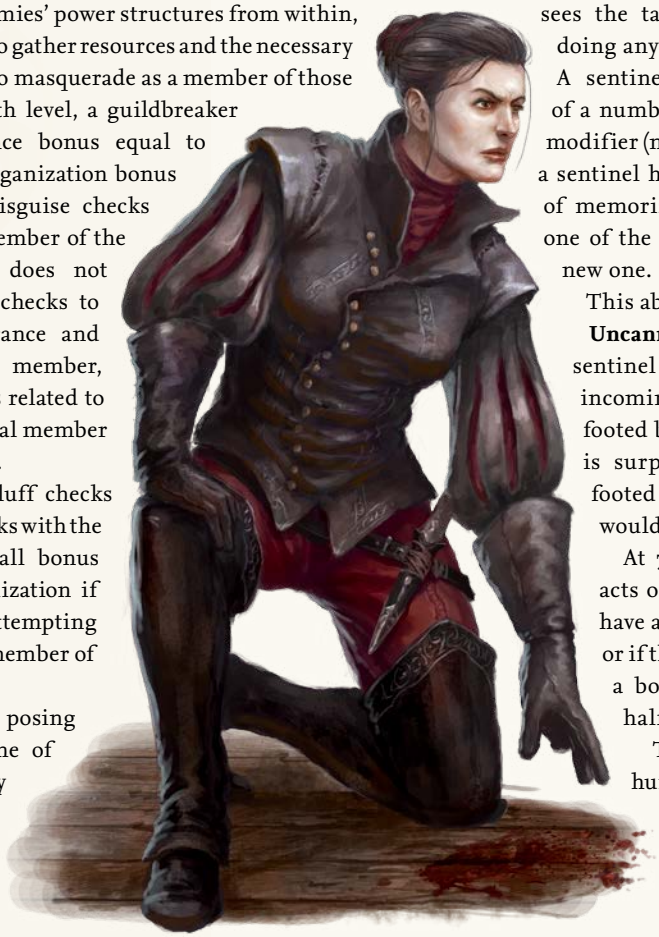
Crowd Stride (Ex): At 7th level, a guildbreaker can slip through crowded streets with ease. His movement speed is not reduced when moving through a crowd.

This ability replaces woodland stride.

Sentinel (Archetype)

A sentinel specializes in heightening all of her senses to expose spies and those who work for opposing factions, rooting out all who attempt to slip past her ever-vigilant watch. Her uncanny skills are in ready demand by city guards, business owners, and even criminal organizations that desire to keep the authorities out of their disreputable affairs.

Mugshot (Sp): A sentinel can spend 1 minute studying the appearance of a target or a likeness of the target in the form of a picture, carving, or visual illusion and memorize it with perfect recall. From that point on, the sentinel gains a +4 bonus on Perception checks to notice the target in disguise or pick him out of a crowd. The sentinel is automatically allowed a Perception check against the target's Disguise check whenever she sees the target, even if the individual isn't doing anything to draw attention to himself. A sentinel can memorize the appearance of a number of targets equal to her Wisdom modifier (minimum 1) at any given time. Once a sentinel has reached her maximum number of memorized appearances, she must forget one of the memorized faces before gaining a new one.



This ability replaces wild empathy.

Uncanny Alertness (Ex): At 4th level, a sentinel is always ready to defend against incoming attacks. A sentinel is never flat-footed before acting in combat, even if she is surprised (she can still become flat-footed by any other effect or situation that would render her flat-footed).

At 7th level, the sentinel also always acts on the surprise round. If she would have acted on the surprise round anyway, or if there is no surprise round, she gains a bonus on initiative checks equal to half her ranger level.

This ability replaces a ranger's hunter's bond and woodland stride.

Sense Intruder (Su): At 6th level, a sentinel gains the ability to establish an incredibly effective watch by standing still and

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focusing on all of her senses as once. At any time, she can spend 1 minute setting up this ability. Once she has done so, she must stand still, taking no other actions except to keep track of her surroundings; she can't even take free actions like talking. Her heightened senses grant her a supernatural awareness of her surroundings within 20 feet. If any Tiny or larger creature enters the area over which her awareness extends, she automatically knows that it did so (this part of the ability is a divination effect and can't be deceived by spells that block sensory input, only by extreme effects like *mind blank*). Furthermore, unless that creature is simultaneously negating its visual, auditory, and scent stimuli (such as by being under *invisibility*, *silence*, and *negate aroma*[APG] all at once), the sentinel can attempt a Perception check as an immediate action to pinpoint the intruder's location, ignoring any Stealth bonuses the intruder might gain from effects that obscure only one of those senses, such as *invisibility*, camouflage, or other spells or abilities.

This sort of heightened analysis of sensory stimuli is taxing, as much so as hustling overland for an equivalent period of time, despite not moving from a single spot. The sentinel can use this ability for 1 hour without penalty. Using sense intruder for a second hour in between sleep cycles deals 1 point of nonlethal damage to the sentinel, and each additional hour deals twice the damage taken during the previous hour. A sentinel who takes any nonlethal damage from using this ability becomes fatigued. Each hour the sentinel uses sense intruder also counts as 1 hour of hustling overland for the purpose of determining how much nonlethal damage the sentinel takes in a single day.

Starting at 10th level, whenever the sentinel gains a combat style feat, she can choose to trade it for a 10-foot increase in the radius of this ability.

This ability replaces the combat style feat gained at 6th level and alters combat style feats.

Mugshot Quarry (Ex): At 11th level, the sentinel can activate her quarry ability (and her improved quarry ability at 19th level) against any of the targets she has memorized with the mugshot ability, even if the creature in question is not within her line of sight.

This ability alters quarry and improved quarry.

TRANSPORTER (ARCHETYPE)

Transporters specialize in smuggling people as efficiently as possible through harsh and difficult environments. Individuals such as escaped political exiles, refugees fleeing danger, and various criminals all seek the transporter's services. While some transporters actively work to serve justice or a political cause, others are wily opportunists filling a need and profiting from the high price that desperate people are willing to pay for safe, discrete passage.

Trailbreaker (Ex): A transporter constantly works to obscure his trail. He increases the Survival DC to track him, or a group of which he is a part, by an amount equal to half his ranger level (minimum 1). This does not stack with similar abilities, such as a traceless operative's trackless ability (see page 30).

This ability replaces wild empathy.

Plot Course (Ex): At 3rd level, a transporter can spend 1d4 hours and attempt a DC 15 Knowledge (geography) check to plot a subtle course of travel between his current location and another destination. The transporter's course of travel is almost never direct, as it is optimized for smuggling. Thereafter, the transporter gains a +2 bonus on initiative, Knowledge (geography), Perception, Stealth, and Survival checks involving traveling along his plotted course.

At 8th level, if the transporter's Knowledge (geography) check exceeds the DC by 10, the bonuses increase to +4. At 13th level, if his Knowledge (geography) check exceeds the DC by 20, the bonuses increase to +6, and at 18th level, if the transporter's check exceeds the DC by 30, the bonuses increase to +8.

A transporter can gain the benefits of only a single plotted course at any given time. If the transporter ever strays from the course or attempts to plot a new course for any reason, he loses the benefits of his current course immediately. A transporter can retry his Knowledge (geography) check to plot a course as long as he spends 1d4 hours each time.

This ability replaces favored terrain.

Smuggler's Bond (Ex): At 4th level, a transporter must choose his allies as his hunter's bond, not an animal companion. Instead of granting the transporter's favored enemy bonus to his allies as a move action, he instead grants his plot course bonus to his allies constantly.

This ability alters hunter's bond.

Hideaway (Ex): A transporter can spend 1 hour and attempt a DC 20 Survival check to create a hidden shelter, useful for staying unseen by patrols of enemy creatures. The transporter's shelter can hold the transporter and one additional creature for every 2 by which the transporter exceeds the DC. The created shelter incorporates scents from the local area, preventing creatures on the inside from being detected by the scent ability of creatures outside of the shelter, and vice versa. Additionally, its floor is either elevated or constructed of a different substance than the nearby ground, preventing creatures outside of the shelter from using tremorsense to detect creatures inside, and vice versa. Finally, the clever structure of the hideaway causes creatures outside of the shelter to take a –10 penalty on Perception checks to notice creatures inside, as if through a 1-foot-thick wall, while only causing creatures inside to take a –2 penalty on Perception checks to notice creatures outside.

These bonuses do not apply if the enemy creatures are intimately familiar with the area in which the hideaway was built (such as an area right near their home).

This ability replaces woodland stride.

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Rogue

No class fits into the criminal underworld quite as well as the rogue. Whether in a thieves' guild or a member of an organized crime syndicate, gathering information, running con games, or performing heists for coin or thrills, rogues define society's underbelly. In much the same way that master artisans or scholars function in legitimate society, some rogues build their reputations as the perfect people to call when you need a particular illicit activity done right.

Rogue Talents: The following rogue talents are appropriate for unchained rogues (*Pathfinder RPG Pathfinder Unchained* 20) with an interest in intrigue. Consider allowing them for normal rogues, but they aren't available to other classes or alternate classes that can choose rogue talents (such as ninja).

Follow Along (Ex): A rogue with this talent is familiar enough with enchantment magic to fool it, using spellcasters' complacency to set them up for a surprise attack. Whenever she succeeds at a saving throw against an enchantment effect, the rogue learns the spell's effect on a failed save, allowing her to play along and pretend to have failed her save. If she does so, the spellcaster does not learn that she succeeded at her saving throw, even if she was the only target, though she must succeed at an opposed Bluff check against a spellcaster's Sense Motive check to determine whether she is under the enchantment's effects. While this ruse is in place, the spellcaster is flat-footed against the rogue's first attack. If the spellcaster sees the rogue perform (or fail to perform) an action that would be impossible if she were under the enchantment's effect, he automatically discovers her ruse.

Shades of Gray (Ex): A rogue with this talent uses mental and emotional tricks to protect herself from attempts to discern her alignment. This offers her the benefits of *undetectable alignment* whenever she chooses, though she must be conscious to maintain the effect.

Advanced Talents: The following advanced talents follow the same rules as the rogue talents above, and they require a rogue to be at least 10th level before she can select them.

Hidden Mind (Ex): A rogue with this talent uses various devious techniques, including mental exercises and dusting her clothing with a small amount of lead, to protect herself from divinations, with the same benefits as if she cast *nondetection* on herself with a caster level equal to her rogue level.

Stalker Talent: The rogue can select a vigilante talent. For the purposes of selecting and using this talent, she counts as a 10th-level vigilante with the stalker specialization, regardless of her actual rogue level. Her sneak attack counts as a hidden strike with reduced damage for the purpose of determining the effects of her vigilante talent, which means, among other things, that she can't apply any of the vigilante talents marked with an asterisk (*) to her sneak attacks.

Consigliere (Archetype)

Consiglieres act as trusted mediators and administrators for crime families and various criminal organizations, and many serve as the right hand to the leaders of such groups. Other consiglieres prefer to work as independent operators and sell their advice and expertise to the highest bidder. Though some consiglieres insulate themselves from violence and criminal activities, many enjoy getting their hands dirty leading strike teams or gangs of hardened thugs.

Class Skills: A consigliere adds Knowledge (nobility) to his list of class skills, instead of Knowledge (dungeoneering).

This alters the rogue's class skills.

Convincing Attitude (Ex): At 1st level, a consigliere gains Persuasive as a bonus feat. At 2nd level, he gains the charmer[APG] rogue talent (or the certainty [Diplomacy] rogue talent if he is an unchained rogue). At 3rd level, if a consigliere attempts a Diplomacy check and fails to influence a creature's attitude by 5 or more, the creature's attitude remains unchanged instead of decreasing by one step.

This ability replaces trapfinding and evasion.

Combat Advisor (Ex): At 4th level, whenever a consigliere misses with a melee attack against an opponent, he can designate an ally within 30 feet of the target to receive a +1 insight bonus on her next attack roll against that opponent before the consigliere's next turn. At 8th level, the insight bonus increases to +2.

This ability replaces uncanny dodge and improved uncanny dodge.

Bonus Feats (Ex): Starting at 4th level, a consigliere can choose to gain a single teamwork feat instead of a single rogue talent. Starting at 12th level, the consigliere can choose to gain teamwork feats instead of rogue talents as many times as he chooses.

This ability replaces all instances of trap sense.

Field Boss (Ex): At 10th level, as a standard action, a consigliere can grant a teamwork feat to all allies within 30 feet who can see and hear her. This teamwork feat must be one the consigliere knows. Allies retain the use of this feat for 3 rounds plus 1 round for every 2 rogue levels the consigliere has. Allies do not need to meet the prerequisites of this teamwork feat. The consigliere can use this ability once per day at 10th level, plus 1 additional time per day every 4 rogue levels thereafter.

This ability replaces the rogue talent normally gained at 10th level.

Rogue Talents: The following rogue talents complement the consigliere archetype: assault leader[APG], black market connections[UC], coax information[APG], honeyed words[APG] (or certainty [Bluff] for an unchained rogue), and shades of gray.

Advanced Talents: The following advanced rogue talents complement the consigliere archetype: hard minded[UC], opportunist, redirect attack[APG], rumormonger[UC], skill mastery, slippery mind, and unwitting ally[UC].

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GUILD AGENT (ARCHETYPE)

Guild agents are members of a thieves' guild or other shadowy organization. What they lose in independence, they more than make up for in benefits gained due to their association's infrastructure. Guild agents come at all levels of the organization, from a lowly recruit all the way up to the guildmaster himself.

Honor Among Thieves (Ex): A guild agent must remain a member in good standing of a thieves' guild (he starts at rank 1 with her guild when using the organizational influence system on pages 109–117). If the guild agent leaves his guild, he loses all of the abilities granted by this archetype and does not gain their replacements. If he joins a new guild, the guild agent regains his abilities, though depending on how he joins the guild, he may regain his abilities all at once or gradually over time. Even if the guild in question operates in multiple locations, the guild agent chooses a settlement as a base of operations for his own activities.

Guild Connections (Ex): At 2nd level, a guild agent gains the black market connections[UC] rogue talent. Furthermore, he can ask his guild for tips about the local scene, granting him a bonus equal to half his rogue level on Knowledge (local) checks and Diplomacy checks to gather information, as long as the information in question pertains to the guild agent's base of operations.

At 4th level, the guild agent also gains the gossip collector vigilante social talent (see page 11), and his base of operations counts as his area of renown for the purpose of determining the effects of gossip collector.

This ability replaces evasion and uncanny dodge.

Pull Rank (Ex): At 8th level, a guild agent has attained sufficient rank to call in lesser guild members to assist him with a job. He can call lesser members of a number and level equal to the number of followers he would have if he had the Leadership feat (including the +2 bonus for his guildhouse), to a maximum of a number of lesser members equal to his rogue level. If the guild agent possesses the Leadership feat, he gains twice as many followers as normal. If he spends a favor, he can combine this with the command team organizational influence benefit (see page 114) to gain even more lesser members for a particularly difficult job. Each time the guild agent uses the lesser members recklessly and gets them killed, he loses at least 1 influence with his guild.

This ability replaces improved evasion.

Criminal Mastermind (Ex): At 20th level, except in an unusually powerful guild, a guild agent has become the true power behind the guild. The guild agent has built up a nearly worldwide reputation under a particular criminal epithet (such as "The Silver Shadow"), known by criminals and law enforcement officers everywhere. This works like the renown vigilante social talent (see page 12) except as follows. It applies in all towns and cities on the same continent as the guild agent's base of operations, without requiring him to select a particular settlement. He has only one identity, and only other criminals and members of the underworld treat their attitudes toward the guild agent as one step closer to helpful at all times (rather than while only in his social identity), while the bonus on Intimidate checks applies against everyone at all times (rather than while only in his vigilante identity).

This ability replaces master strike.

Rogue Talents: The following rogue talents complement the guild agent archetype: assault leader[APG] and getaway artist[UC] (as well as certainty for an unchained rogue).

Advanced Talents: The following advanced rogue talents complement the guild agent archetype: getaway master[UC], hunter's surprise[APG], opportunist, rumormonger[UC], and skill mastery.

HEISTER (ARCHETYPE)

Notorious for their stealth, imagination, and elaborately planned thefts and capers, heisters specialize in breaking into secure locations, stealing items of value, and escaping undetected. Heisters often work as members of or independent operatives contracted to criminal organizations, crime families, or wealthy individuals inclined to unlawful activity.

Rum Dubber (Ex): At 2nd level, whenever a heister attempts to open a lock without a set of thieves' tools, the DC increases by 2, instead of 10.

This ability replaces the rogue talent gained at 2nd level.

Ferret's Grace (Ex): At 4th level, a heister gains Stealthy as a bonus feat. Additionally, a heister counts as a creature one size category smaller than she actually is when determining whether or not she is squeezing into an enclosed space (*Pathfinder RPG Core Rulebook* 193–194). Finally, when a heister uses the Escape Artist skill to move through a tight space where

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her head fits but her shoulders do not (*Core Rulebook* 95–96), the DC is 20, instead of 30.

This ability replaces uncanny dodge and the rogue talent gained at 4th level.

Unseen (Ex): At 8th level, a heister masters hiding in underground and urban terrain. She can use the Stealth skill to hide in underground and urban terrain, even while being observed. She also gains the terrain mastery[UC] rogue talent twice, once each for underground and urban terrain.

This ability replaces improved uncanny dodge and the rogue talent gained at 8th level.

Rogue Talents: The following rogue talents complement the heister archetype: expert leaper[APG], fast getaway[APG], fast picks[APG], fast stealth, getaway artist[UC], ledge walker, and quick disable (as well as certainty for an unchained rogue).

Advanced Talents: The following advanced rogue talents complement the heister archetype: fast tumble[APG], getaway master[UC], hidden mind, and skill mastery (as well as cutting edge for an unchained rogue).

Master of Disguise (Archetype)

A master of disguise feels no need to advertise her skills to build a reputation. Instead, she believes that never letting her adversaries know her true identity protects her from bad luck or missteps on a job.

Consummate Actor (Ex): A master of disguise adds half her rogue level (minimum 1) on all Disguise checks and on Bluff checks to stay in character while using Disguise. At 2nd level, she gains the quick disguise[APG] rogue talent, and she can create a disguise twice as quickly as normal even for that rogue talent (she can create a disguise that encompasses only minor details as a standard action).

This ability replaces trapfinding and the rogue talent gained at 2nd level.

Grandmaster of Disguise (Ex): At 10th level, a master of disguise gains the master of disguise[APG] advanced rogue talent and can use it an unlimited number of times per day. Because she must still don a physical disguise to gain this bonus, it doesn't stack with the bonuses from spells like *alter self* and *disguise self*, but since it is completely nonmagical, it is more reliable when scrutinized under magical detection.

This ability replaces the rogue talent gained at 10th level.

Rogue Talents: The following rogue talents complement the master of disguise archetype: camouflage[APG], false friend[ARG], major magic, minor magic, obfuscate story[ARG], shades of gray, and steal the story[ARG].

Advanced Talents: The following advanced rogue talents complement the master of disguise archetype: hard minded[UC], hidden mind, skill mastery, slippery mind, and unwitting ally[UC].

Phantom Thief (Archetype)

Also known as gentleman thieves or lady thieves, phantom thieves don't know the desperation of a hard life like many rogues. Instead, they come from the ranks of the elite, having grown bored with their finery, and seek thrills from acts of daring, skill, and crime. Phantom thieves don't need the money, so they often perform acts such as breaking into a secure vault for the thrill, leaving a calling card rather than robbing the place.

Refined Education (Ex): A phantom thief adds Handle Animal, Heal, Ride, Spellcraft, Survival, and all Knowledge skills to her list of class skills. Furthermore, she selects one of her rogue class skills and adds half her rogue level on all skill checks using that skill. At 3rd level and every 2 rogue levels thereafter, she selects an additional rogue class skill and adds half her rogue level on all skill checks using that skill as well. Starting at 4th level, if the phantom thief is an unchained rogue, she gains rogue's edge skill unlocks with each of these skills rather than selecting one skill every 5 levels, and she adds half her rogue level to her number of ranks to determine when she receives a skill unlock (so a 7th level rogue (phantom thief) with 7 ranks in a chosen skill would count as having 10 ranks and receive the second skill unlock).

This ability alters the rogue's class skills and replaces sneak attack and trapfinding. For an unchained rogue, it also alters rogue's edge and replaces debilitating injury.

Broad Education (Ex): A phantom thief's broad studies with expensive tutors keep her up to speed in both martial and magical knowledge, as well as in her skills. She can select the combat trick, minor magic, and major magic rogue talents as many times as she likes, and she can select the Skill Focus feat as a rogue talent, also as many times as she likes. Finally, she can select a vigilante social talent instead of a rogue talent, except for social grace and vigilante social talents that would require her to be a craftsman or professional. For the purpose of vigilante social talents, a phantom thief does not have a vigilante identity and is always considered to be in her social identity.

This ability alters rogue talent.

Social Sense (Ex): At 3rd level, a phantom thief's social sixth sense allows her to avoid danger in social situations and to act first when it breaks out. She receives a +1 bonus on Sense Motive checks to avoid being surprised by a foe, on Bluff checks to surprise a foe, and on initiative checks for surprise rounds that involved Bluff and Sense Motive checks to determine surprise. This bonus increases by 1 at 3rd level and every 3 rogue levels thereafter.

This ability replaces trap sense.

Master of All (Ex): At 20th level, a phantom thief can reroll any skill check as long as it is a class skill in which she is trained. She must take the second result, even if it is worse. She can use this ability no more than once per minute.

This ability replaces master strike.

Rogue Talents: The following rogue talents complement the phantom thief archetype: combat trick, major magic, minor magic (as well as certainty for an unchained rogue).

Advanced Talents: The following advanced rogue talents complement the phantom thief archetype: feat, hidden

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mind, rumormonger[UC], and skill mastery (as well as cutting edge for an unchained rogue).

SHARPER (ARCHETYPE)

Sharpers use trickery and deception to part an owner from his valuables. Pathological risk-takers, they distinguish themselves from con artists and burglars by virtue of the simplicity and boldness of their schemes, which are usually impromptu, rather than carefully orchestrated. Many sharpers consider themselves romantic figures and foster the image of a resourceful, dashing rogue living by wits and luck while subverting authority at every turn.

Scam Artist (Ex): A sharper gains a bonus equal to half her rogue level (minimum +1) on all Bluff and Sleight of Hand checks.

This ability replaces trapfinding.

Sticky Fingers (Ex): At 2nd level, a sharper receives Improved Steal[APG] as a bonus feat. At 6th level, she receives Greater Steal[APG] as a bonus feat, and at 8th level, she receives Quick Steal[APG] as a bonus feat. The sharper gains these feats even if she doesn't meet the prerequisites.

This ability replaces the rogue talents gained at 2nd, 6th, and 8th levels.

Lucky Save (Su): At 3rd level, when a sharper's wits aren't enough to pull her out of a bad situation, her luck still just might save her. She gains a +1 luck bonus on all saving throws. This bonus increases to +2 at 9th level and to +3 at 15th level.

This ability replaces trap sense.

Audacious Overconfidence (Ex): At 4th level, after failing an attack roll, skill check, or saving throw, a sharper can reduce her saving throw bonus from lucky save by 1 for 24 hours in order to reroll the failed roll. She can use this ability once per day at 4th level, plus an additional time per day at 10th level and again at 16th level. The decreases to her bonus from lucky save stack with each other.

This ability replaces the rogue talents gained at 4th, 10th, and 16th levels.

Rogue Talents: The following rogue talents complement the sharper archetype: charmer[APG], convincing lie[UC], deft palm[UC], false friend[ARG], fast fingers, follow along, honeyed words[APG], obfuscate story[ARG], shades of gray, and steal the story[ARG] (as well as certainty for an unchained rogue).

Advanced Talents: The following advanced talents complement the sharper archetype: another day[APG], defensive roll, hidden mind, improved evasion, redirect attack[APG], and skill mastery (as well as cutting edge for an unchained rogue).

SNOOP (ARCHETYPE)

Snoops are the underworld's version of detectives. They often act as information peddlers, specializing in gathering secrets through investigation, subterfuge, and coercion, and selling or trading those secrets for personal gain.

Inspiration (Ex): At 1st level, a snoop gains an ability similar to the investigator's inspiration class ability (*Pathfinder RPG Advanced Class Guide* 31). The snoop begins with an inspiration pool equal to half her rogue level plus her Intelligence modifier (minimum of 1). Unlike an investigator, a snoop can only use inspiration on skill checks, not on attack rolls or saving throws. This ability is otherwise identical to the investigator class ability of the same name.

This ability replaces trapfinding and evasion.

Investigator Talents (Ex): Beginning at 2nd level, and each time she selects a new rogue talent, a snoop can instead select one of the following investigator talents (*Advanced Class Guide* 32–33): eidetic recollection, empathy, hidden agendas, inspired alertness, inspired intimidator, item lore, or underworld inspiration. Her effective investigator level for the purpose of these talents is equal to her rogue level. She still can't use inspiration on attack rolls or saving throws (so, for instance, she can't use the second part of hidden agendas).

Uncanny Snoop (Ex): At 4th level, a snoop gains a +2 bonus on Intimidate checks when trying to force an opponent to give her information (or Bluff and Diplomacy checks for the same purpose if she has the coax information[APG] rogue talent). She also gains a +2 bonus on Sense Motive checks to tell if someone's information is false. At 8th level, these bonuses increase to +4.

This ability replaces uncanny dodge and improved uncanny dodge.

Master of Whispers (Ex): At 8th level, a snoop receives the rumormonger[UC] advanced rogue talent.

This ability replaces the rogue talent gained at 8th level.

Rogue Talents: The following rogue talents complement the snoop archetype: black market connections[UC], coax information[APG], fast stealth, follow clues[APG], and strong impression[APG] (as well as certainty for an unchained rogue).

Advanced Talents: The following advanced rogue talents complement the snoop archetype: hard minded[UC], hidden mind, skill mastery, and thoughtful re-examining[APG] (as well as cutting edge for an unchained rogue).

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Skald

Only fools dismiss skalds in a duel of wits, assuming they'll become tongue-tied by their battle rage. Just as clever as their bardic brethren, skalds channel their fury and magic into every endeavor, from battle to courtly intrigue. Skalds rule courts that focus on martial prowess, lead daring raids as ingenious generals, and provoke angry mobs to overthrow enemy governments.

Battle Scion (Archetype)

The battle scion possesses a unique mixture of courtly grace alongside martial and magical prowess. She is a warrior-poet, as skilled with her words as she is with blades. Battle scions sometimes rule as queens over courts of brave knights who scour the world championing bold quests.

Courtly Presence (Ex): At 1st level, a battle scion's bearing radiates command and presence, allowing her to tower over her opponents in social situations. The battle scion adds 1/2 her character level to Intimidate checks, and she starts any verbal duel (see page 176) with an extra edge that she can use for the presence tactic so long as she is not at a significant or extreme disadvantage in the duel. However, her bardic knowledge ability applies to only Knowledge (geography), Knowledge (history), Knowledge (local), and Knowledge (nobility).

This ability alters bardic knowledge.

Battle Prowess (Ex): Whenever a battle scion would gain a rage power from the skald's rage power ability (at 3rd level and every 3 skald levels thereafter), she can instead choose to gain a combat feat or teamwork feat for which she meets the prerequisites. Like rage powers she selects in this way, the battle scion can grant this feat to allies under the effect of inspired rage, as long as those allies also meet the prerequisites, but she must expend 2 rounds of raging song for each round in which she grants a combat feat or teamwork feat.

If the battle scion gains multiple feats from battle prowess, allies can use these feats to meet the prerequisites for other feats while they're affected by battle prowess (for example, a battle scion with Power Attack and Cleave from battle prowess could grant both, allowing allies with a +1 base attack bonus and a Strength score of 13 to gain both, since they can use Power Attack to qualify for Cleave).

This alters the rage power ability.

Raging Song (Su): A battle scion gains the following raging song.

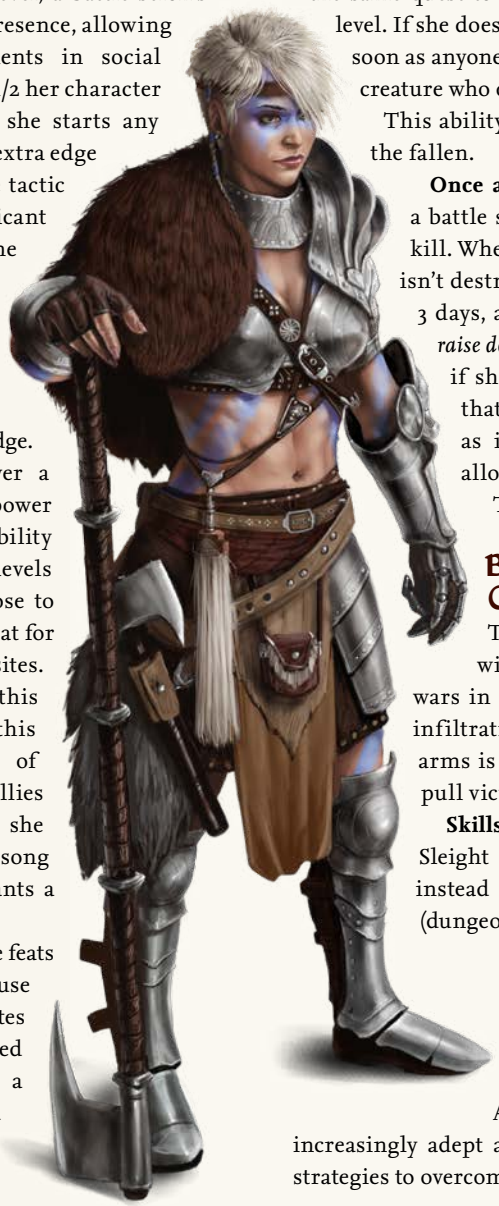
Song of Questing (Su): At 10th level, the battle scion can spend 4 rounds of raging song to draw upon a target's honor, ambition, and sense of self in order to bind the target to an agreed-upon task, often a noble quest. This works like *geas/quest*, except it applies only if the target is truly willing (not magically compelled or tricked), and the target automatically understands the full terms of the agreement before deciding whether he is willing.

The battle scion can offer a reward for the completion of the noble quest, but if she does so and fails to live up to her agreement, she becomes an ex-battle scion and loses all benefits gained from the archetype (she does not gain the abilities they replaced, either). At 14th level, she can offer the same quest to up to one willing creature per skald level. If she does so, the effect ends for all creatures as soon as anyone completes the quest, though only the creature who completes it earns any offered reward.

This ability replaces dirge of doom and song of the fallen.

Once and Future Scion (Su): At 20th level, a battle scion becomes extremely difficult to kill. Whenever she is slain, as long as her body isn't destroyed, she enters a deathlike sleep for 3 days, after which she returns to life as per *raise dead*, except that it can restore her even if she was slain by a death effect. Spells that would restore her to life function as if she were dead during this time, allowing her to recover sooner.

This ability replaces master skald.



Bold Schemer (Archetype)

The bold schemer combines wrath, wits, and daring to win battles and wars in unconventional ways, often through infiltration and deception. If raw force of arms is insufficient, she improvises ways to pull victory from the jaws of defeat.

Skills: A bold schemer gains Disable Device, Sleight of Hand, and Stealth as class skills, instead of Knowledge (arcana), Knowledge (dungeoneering), and Knowledge (planes). Her bardic knowledge does not apply to those skills.

This ability alters the skald's class skills and bardic knowledge.

Skald of Twists and Turns (Su): At 4th level, a bold schemer becomes increasingly adept at infiltration and devising cunning strategies to overcome enemy fortifications.

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A bold schemer can spend 8 hours observing a physical location (such as a fortress, a walled city, or perhaps even a section of an underground dungeon or cavern complex), contemplating methods to infiltrate the location and engage its defenders in battle in ways that subvert their defensive advantages.

At the end of the 8 hours, the bold schemer gains a +2 insight bonus on her Bluff, Disable Device, Disguise, Sleight of Hand, and Stealth checks while in that same physical location. This bonus increases by 2 at 8th level and every 4 skald levels thereafter, to a maximum of +10 at 20th level. The bonus lasts until the bold schemer observes a new location. While observing a location, the bold schemer must fully focus her attention; any distractions, such as engaging in combat, immediately ends the observation and the bold schemer must start a new period of observing a physical location to receive the bonus.

This ability replaces uncanny dodge, improved uncanny dodge, and damage reduction.

Bold Strategy (Su): At 10th level, a bold schemer can tailor her plans and observations so they are able to assist her allies as well. As long as they can see or hear the bold schemer while inside the observed location, all of her allies gain half the insight bonus she gains from the skald of twists and turns ability.

This ability replaces dirge of doom.

INSTIGATOR (ARCHETYPE)

The instigator influences the will of the people, turning them toward his own purposes. Regardless of whether what the instigator says is true or not, he inflames emotions in others and suspends their reason. Instigators are often revolutionaries, political or otherwise, but they might also be warmongering firebrands or wicked souls who spread prejudice against others.

Raging Song (Su): An instigator gains the following raging songs.

Song of Rabble-Rousing (Sp): At 5th level, the instigator can perform for 1 full round and spend 4 rounds of raging song. This affects those who hear the song for up to 1 hour as per *enthrall*. This ability replaces spell kenning.

Song of Riot (Sp, Su): At 10th level, the instigator can fill the hearts of his listeners with hatred and rouse them into a frenzy. He can use this performance on all targets with fewer than 4 Hit Dice and a Wisdom score lower than 16 who are currently enthralled, without disrupting the *enthrall* effect (even if a creature succeeds at its saving throw). This ability requires a standard action to activate and costs 4 additional rounds of raging song.

Enthralled creatures must each attempt a new saving throw against an effect that functions as the *foster hatred*[OA] spell, except that, unlike with the spell, the instigator is free to choose subgroups, organizations, religions, or the like regardless of the targets' races. Creatures that fail the saving throw or choose to forego it also gain the effects of the instigator's raging song whenever they attack the target of their hatred, for as long as the *foster hatred* effect lasts; however, they do not gain the effects of the instigator's rage powers when they're under the effects of raging song in this way.

This ability replaces dirge of doom.

Revolutionary Heart (Su): At 7th level, an instigator's tumultuous mastery of demagoguery and revolution makes it difficult for others' compulsions to sway him. Once per day, when he fails a saving throw against a compulsion effect, he can attempt another saving throw after 1 time increment (1 round if the effect is measured in rounds, 1 minute if the effect is measured in minutes, 10 minutes if the spell is measured in 10-minute increments, and so on). Every 6 skald levels thereafter, he gains an additional daily use of this ability (to a maximum of 3 per day at 19th level).

This ability replaces lore master.

WARLORD (ARCHETYPE)

The warlord wields his force of personality like a weapon, intimidating his allies and ensuring that his followers heed his commands. The warlord doesn't inspire his followers so much as instill fear in them. Always watching his foes for moments of vulnerability, the warlord seeks to exploit his enemies' weaknesses to gain victory.

Intimidating Prowess: A warlord gains Intimidating Prowess as a bonus feat.

This feat replaces the Scribe Scroll feat.

Unshakable (Ex): At 2nd level, a warlord develops an unshakable resolve, gaining a +2 bonus on saving throws against fear effects.

This ability replaces well-versed.

Raging Song (Su): A warlord gains the following raging song.

Fear Me (Su): At 5th level, the warlord can remind his allies that failing him is far more frightening than the opposition. This raging song works like distraction, except that it applies to saving throws against fear effects instead of patterns and figments, and the warlord attempts an Intimidate check with a –10 penalty instead of a Perform check. Additionally, the warlord's allies can use the warlord's Intimidate check result (with the –10 penalty) as the DC for attempts to demoralize them using Intimidate.

This ability replaces spell kenning.

Minions (Ex): At 7th level, a warlord attracts a group of followers through his fearsome reputation and gains the Leadership feat as a bonus feat.

This replaces the lore master ability.

Intimidated Push (Ex): At 8th level, a warlord inspires fear in his cohort and followers, ensuring they do not fail and thus suffer his wrath. When he uses inspired rage, his cohort increases her morale bonus on Will saves from inspired rage by 1 and his followers increase their morale bonuses on Will saves from inspired rage by 2.

This replaces improved uncanny dodge.

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Spiritualist

Some spiritualists can call their phantoms from the deepest shadows or the heart of a community.

Shadow Caller (Archetype)

While most spiritualists form a bond with the remnants of a creature's soul, some explore ways to bind ephemeral shadows to their own souls in exchange for power.

Shadowcaster: A shadow caller adds *darkness* and *deeper darkness* to their class spell list as 2nd- and 3rd-level spells, respectively. When her shade (see below) inhabits her shadow, the shadow caller's effective caster level is one higher when she casts all spells with the shadow or darkness descriptor.

This ability alters the spiritualist's spellcasting.

Shade: A shadow caller gains a special kind of phantom known as a shade. A shade functions as a phantom, except as noted below. A shade is from the Shadow Plane instead of the Ethereal Plane. A shade is not confined to the shadow caller's consciousness, but instead inhabits her shadow.

This ability alters phantom.

Emotionless (Su): A shadow caller's shade lacks an emotional focus; it is cold and devoid of all emotions. The shade gains a number of ranks in Intimidate and Stealth equal to its Hit Dice. The shadow caller gains Skill Focus in each of these skills while the shade inhabits her shadow. The shade has good Reflex and Will saves, gains Lightning Reflexes as a bonus feat, and gains the following abilities.

Weakening Touch (Su): A shade's slam attack causes its victim to take a –2 penalty to Strength for 1 round. As a standard action, a shade in incorporeal form can deliver the penalty as a touch attack. This penalty does not stack with itself. This is a negative energy effect.

Umbral Shroud (Su): When the shadow caller reaches 7th level, her shade can emit a 10-foot aura of swirling shadows that grants all allies 20% concealment against creatures without darkvision or the see in darkness ability, and a +4 bonus on Stealth checks.

Shadow Caster (Sp): When the shadow caller reaches 12th level, her shade gains the ability to cast either *shadow conjuration* or *shadow evocation* once per day. It uses its Hit Dice as its caster level, and the DC for these spells equals 10 + 1/2 the shade's Hit Dice + its Charisma modifier. Instead of the normal spell level and percentage of reality for the two spells, the maximum spell level of the duplicated spell is 4th level, and the effects are 40% real. When the shadow caller reaches 18th level, the maximum spell level improves to 6th level and effects are 60% real.

Midnight Shroud (Su): When the shadow caller reaches 17th level, her shade's umbral shroud also lowers the light level in its range to darkness, regardless of the prevailing conditions; this counts as a 7th-level *darkness* spell for the purpose of adjudicating light and darkness effects.

Inhabit Shadow (Su): A shade resides within a shadow caller's own shadow. When the shade is summoned, the shadow caller does not cast a shadow under any circumstances. Creatures that don't normally cast shadows (such as vampires) cannot be shadow callers. While the shade inhabits its master's shadow, the shadow caller gains a +4 circumstance bonus on Stealth checks against creatures without darkvision or the see in darkness ability; at 12th level, this bonus increases to +8. Additionally, the shadow caller gains darkvision 60 feet while her shade inhabits her shadow. If the shadow caller already has darkvision, its range increases by 30 feet.

This ability replaces shared consciousness.

Shadow Bound (Su): A shadow caller's shade remains stable while adjacent to the shadow caller, or while up to 5 feet away from the shadow caller for every 5 levels the shadow caller possesses. If the shade moves beyond this distance, it is automatically dismissed back to the Shadow Plane (preventing the shade from being summoned back for 24 hours) unless the shadow caller concentrates as per the etheric tether ability. However, if both the shadow caller and shade are in areas of total darkness, the shade can move any distance from the shadow caller. If the shade is beyond its maximum distance and enters an area of dim or brighter illumination, it immediately returns to the Shadow Plane and cannot be summoned for 24 hours.

This ability replaces etheric tether.

Shadow Jump (Su): At 6th level, when a shadow caller's shade inhabits her shadow, she can travel between shadows as per the shadowdancer's shadow jump ability. Each day, she can travel a total of 40 feet per spiritualist level in this way and, as with a shadowdancer, the distance is rounded to the nearest 10-foot increment.

This ability replace phantom recall.

See in Darkness (Su): At 9th level, a shadow caller can gain the see in darkness universal monster ability as a standard action. She can use this ability for a number of rounds per day equal to her spiritualist level, though these rounds need not be consecutive.

This ability replaces *see invisibility*.

Umbral Aura (Su, Sp): At 10th level, a shadow caller is wreathed in an aura of darkness while her shade inhabits her shadow, gaining 50% concealment against creatures without darkvision or the see in darkness ability. Additionally, the shadow caller's square and all adjacent squares are treated as areas of dim illumination while she benefits from this ability; this second effect counts as a 4th-level *darkness* spell for the purpose of adjudicating light and darkness effects. While her shade inhabits her shadow, the shadow caller can hide in plain sight, even if an observing creature has darkvision or see in darkness.

This ability replaces fused consciousness.

Living Darkness (Su): At 20th level, a shadow caller becomes a creature of absolute darkness. When using her incorporeal bonded manifestation, she is immune to cold and mind-affecting effects and gains an incorporeal touch attack that she can use as a standard action to deal 20d6 points of negative energy damage. When the shadow caller

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damages a creature with this ability, she gains 5d6 temporary hit points (Fortitude half; DC = 20 + her Wisdom modifier), so long as she doesn't already have any temporary hit points gained via this ability). Temporary hit points gained this way disappear after 1 hour.

This ability replaces empowered consciousness.

ZEITGEIST BINDER (ARCHETYPE)

Not all spiritualists deal in the souls of creatures that refuse to pass into death. Zeitgeist binders channel the emotional connections of a group of people into a unique phantom that personifies a community.

Zeitgeist (Su): A zeitgeist binder's phantom is called a zeitgeist. In addition to an emotion, a zeitgeist is tied to one aspect of its settlement: corruption, crime, economy, law, lore, or society (*Pathfinder RPG GameMastery Guide* 204). In order to select an aspect, that aspect of the settlement must have a positive modifier (for instance, a settlement with a negative lore modifier or a modifier of 0 could not manifest a lore zeitgeist). Although a zeitgeist personifies a single chosen settlement, a zeitgeist binder can call it anywhere, but outside the bounds of its settlement, it loses the benefits of its settlement aspect and settlement avatar abilities.

This ability alters phantom.

Settlement Aspect (Sp): A zeitgeist binder gains a number of spell-like abilities tied to her zeitgeist's settlement aspect. Other than being based on Wisdom instead of Charisma, these work the same way as the fractured mind's emotional power ability (*Pathfinder RPG Occult Adventures* 109). The *masterwork transformation* spell-like ability does not ignore the material component.

Corruption: *Conditional favor** (5th), *false belief** (7th), *charm person* (9th), *mass suggestion** (16th).

Crime: *Crime of opportunity** (5th), *pilfering hand*[UC] (7th), *demand offering*[OA] (9th), *crime wave** (16th).

Economy: *Crafter's fortune*[APG] (5th), *masterwork transformation*[APG] (7th), *beguiling gift* (9th), *major creation* (16th).

Law: *Detect chaos* (5th), *arrow of law*[UM] (7th), *peacebond*[UC] (9th), *mark of justice* (16th).

Lore: *Object reading*[OA] (5th), *hypercognition*[OA] (7th), *heightened awareness*[ACG] (9th), *legend lore* (16th).

Society: *Cultural adaptation** (5th), *rumormonger** (7th), *share language*[APG] (9th), *coordinated effort*[APG] (16th).

This ability replaces *detect undead*, *calm spirit*, *see invisibility*, and *call spirit*.

Settlement Avatar (Su): When a zeitgeist binder reaches 2nd level, the zeitgeist becomes a living avatar of the settlement. As a standard action, it can project its senses out into the settlement, perceiving the general pulse of its chosen aspect throughout the whole settlement as well as anything involving its aspect that is occurring within 50 feet per spiritualist level. The sensing works like *enter image*[APG], so the zeitgeist attempts a Perception check at a –10 penalty to notice any particular activity within range. The zeitgeist can use this ability for a number of rounds per day equal to the zeitgeist binder's spiritualist level. These rounds need not be consecutive.

When the zeitgeist binder reaches 10th level, the zeitgeist can project its senses to feel its settlement aspect at will. Additionally, the zeitgeist binder gains a bonus teamwork feat as long as she is in her zeitgeist's settlement. The zeitgeist binder must meet the teamwork feat's prerequisites, and she grants the feat as a bonus feat to her zeitgeist, even if it doesn't meet the prerequisites.

This ability replaces the spiritualist's bonded senses and fused consciousness.

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Swashbuckler

Daring, charming, and highly skilled, swashbucklers naturally find themselves gravitating toward plots of intrigue, particularly since such plots inevitably lead such swashbucklers to the sort of repartee-filled final showdowns that they crave. In addition to the bold infiltrator and mysterious avenger archetypes from the *Pathfinder RPG Advanced Class Guide*, which are perfect for an intrigue-based game, the following archetypes add an extra layer of guile and interaction to the swashbuckler's options, allowing for swashbucklers who focus on teamwork, swashbucklers who leverage their noble upbringing, and even swashbucklers who master the art of hidden weaponry.

Guiding Blade (Archetype)

While some swashbucklers are loners or glory hounds, always trying to take the credit for finishing off a foe with little regard for their allies, guiding blades focus their swordplay and panache on helping their allies. For a guiding blade, anything is possible when the right team comes together, and she learns how to protect and bolster her allies to ensure the team's victory. Instead of parrying attacks against her, a guiding blade redirects her enemies' ire away from her allies, interfering with enemies who attack her allies, whether that attack comes by blade or by spell.

Daring Teamwork (Ex): A guiding blade uses her panache to inspire her allies to heights of teamwork they could never reach alone. At 1st level, a guiding blade gains a bonus teamwork feat. She gains an additional teamwork feat at 4th level and every 4 swashbuckler levels thereafter.

As a standard action, she can spend 1 panache point to grant a teamwork feat she gained from this ability to all allies within 30 feet who can see and hear her. They do not need to meet the feat's prerequisites. She can use this ability multiple times to grant multiple teamwork feats. This ability lasts for 3 rounds + 1 round for every 2 swashbuckler levels she has, but if the guiding blade ever fails to have at least 1 panache point, all of these durations end immediately. At 7th level, the guiding blade can activate this ability as a swift action. At 15th level, she can grant two teamwork feats each time she activates this ability, and she can grant any teamwork feats she possesses, not just the teamwork feats she gained from this ability.

A guiding blade regains panache whenever an ally reduces a creature to 0 or fewer hit points, instead of when she herself does so. She still doesn't regain panache from unattended objects, helpless or unaware creatures, or opponents with low Hit Dice.

This ability replaces bonus feats and the swashbuckler's 1st-, 7th-, and 15th-level deeds, and it alters panache.

Charmed Guardian (Ex): At 2nd level, the fortunate nature of a guiding blade's charmed life extends to protect her allies as well. She can use her charmed life ability on a saving throw attempted by any ally within 30 feet, including herself.

This ability alters charmed life.

Interfering Blade (Ex): At 3rd level, a guiding blade learns how to use her weapon to interfere with enemies' attacks, protecting her allies from peril. As long as the guiding blade is wearing light or no armor, whenever she is aware of an attack against an adjacent ally and would not herself be denied her Dexterity bonus against that attack, the guiding blade grants that ally a +1 bonus to AC against that attack.

For example, if an invisible enemy attacks a guiding blade's ally and the guiding blade can't see that enemy, she would not grant the bonus from interfering blade unless she had the uncanny dodge ability. This bonus does not stack with any bonus to AC the guiding blade provides with the aid another action. The bonus increases by 1 for every 4 swashbuckler levels beyond 3rd, to a maximum of +5 at 19th level.

This ability replaces nimble.

Deeds: A guiding blade receives the following deed.

Opportune Redirection and Riposte (Ex): At 3rd level, when an opponent threatening both the guiding blade and an adjacent ally attacks that ally, the guiding blade can spend 1 point of panache and expend a use of an attack of opportunity to attempt to redirect the attack to herself.

The guiding blade makes an attack roll as if she were making an attack of opportunity; for each size category the attacking creature is larger than the guiding blade, the guiding blade takes a –2 penalty on this roll. If her result is greater than the attacking creature's attack result, the creature's attack is redirected to the guiding blade instead of the guiding blade's adjacent ally. The guiding blade must declare the use of this ability after the creature's attack is announced but before its attack roll is made.

Upon performing a successful redirection, if the guiding blade has at least 1 panache point, the guiding blade can, as an immediate action, make an attack against the creature whose attack she redirected, provided that creature is within reach. A guiding blade can't select opportune redirection and riposte as a signature deed.

This deed replaces the kip-up deed.

Noble Fencer (Archetype)

The noble fencer is an aristocrat or other upper-class socialite who trained in dueling from a young age. Noble fencers fight with their own style, with distinct differences from those of alley bravos or gladiatorial duelists. They use their quick wits and panache in both physical and social confrontations, and they rely on their training and discipline to emerge victorious, rather than merely trusting to luck.

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Deeds: A noble fencer gains the following deeds.

Social Panache (Ex): At 1st level, a noble fencer can spend 1 panache point when he attempts a Bluff, Diplomacy, Intimidate, or Sense Motive check to roll 1d6 and add the result to the check. He can do this after he rolls the check but before the result is revealed. If the result of the d6 roll is a natural 6, he rolls another 1d6 and adds it to the check. He can continue to do this as long as he rolls natural 6s, up to a number of times equal to his Charisma modifier (minimum 1).

Just before a verbal duel (see pages 176–181), a noble fencer can spend up to 4 panache points. For each point he spends, he selects a tactic for which he has chosen Bluff, Diplomacy, Intimidate, or Sense Motive as an associated skill and gains an edge he can only use with that tactic.

This deed replaces the dodging panache deed.

Incredible Aspirations (Ex): At 7th level, a noble fencer strives for truly amazing results when he uses his derring-do and social panache deeds. As long as he has 1 panache point, the first time he rolls a natural 5 on the 1d6 for those deeds, he can roll another 1d6, subject to the other limitations of the respective deeds. He can still reroll as many rolls of 6 as normal.

This deed replaces the superior feint deed.

Unshakable Presence (Ex): At 11th level, a noble fencer cloaks himself in the combined bravado of a swashbuckler and a noble, girding himself against anything that attempts to shake his impossible confidence. While he has at least 1 panache point, he cannot be demoralized by the Intimidate skill.

This ability replaces the subtle blade deed.

Aristocratic Discipline (Ex): At 2nd level, a noble fencer relies on his extremely honed training and discipline to protect his mind, rather than luck. The noble fencer gains a +1 bonus on Will saves against mind-affecting effects. This bonus increases by 1 at 6th level and every 4 swashbuckler levels thereafter.

This ability replaces charmed life.

Veiled Blade (Archetype)

Veiled blades specialize in subtlety, not through clandestine sneaking but simply by appearing to be someone harmless and unarmed. When a fight breaks out, a veiled blade doffs that facade and pulls out her hidden trump cards. Those who have mastered the art of the veiled blade can even hide their weapons on their own bodies as brands.

Class Skills: A veiled blade adds Disguise to her list of class skills, instead of Intimidate.

This alters the swashbuckler's class skills.

Deeds: A veiled blade gains the following deeds.

Quick Draw (Ex): At 1st level, whenever she has at least 1 panache point, a veiled blade gains the benefits of the Quick Draw feat.

This deed replaces the swashbuckler's opportune parry and riposte deed.

Hidden Blade (Ex): At 3rd level, whenever she has at least 1 panache point, a veiled blade can hide any light or one-handed piercing melee weapon using Sleight of Hand, and she receives a +4 insight bonus on her check to hide the weapon.

This deed replaces the menacing swordplay deed.

Instant Unveil (Ex): At 7th level, when she uses her swashbuckler's initiative deed to draw a light or one-handed piercing weapon as part of an initiative check, she can draw that weapon even if it is hidden.

This deed replaces the swashbuckler's grace deed.

Soul Veil (Sp): At 15th level, a veiled blade can merge a light or one-handed piercing melee weapon with herself, as if using the spell *ghost brand* (see page 215), except that it takes only a swift action to manifest or store the weapon. This ability lasts until it is dispelled or until the veiled blade merges with a different light or one-handed piercing melee weapon.

This deed replaces the swashbuckler's edge deed.

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Vigilante

Although vigilantes follow their personal agendas while cloaked in the guise of their secret identities, they often have different natural abilities or predilections that they use to achieve their goals. In many cases, vigilantes learn to cast spells, though they usually refrain from displaying their magical abilities when not in their vigilante identities.

Brute (Archetype)

Either through the results of magical experimentation or bizarre natural sparks, some vigilantes can transform into brutish versions of themselves, becoming larger, more terrifying in appearance, and far more formidable in combat—though at a price.

Chaotic Vigilante (Ex): A brute's vigilante alignment must be chaotic, and his vigilante identity and his social identity must be within one step of each other on the alignment axis.

This ability alters dual identity.

Brutish Fortitude (Ex): A brute's base Fortitude save bonus from his vigilante levels is equal to 2 + half his vigilante level, and his base Reflex and Will save bonuses are equal to 1/3 his vigilante level.

This ability alters the vigilante's base saving throws.

Weapon and Armor Proficiency: A brute isn't proficient with medium armor or martial weapons. However, he gains Improved Unarmed Strike as a bonus feat.

This alters the vigilante's armor and weapon proficiencies.

Brute Form (Ex): Though it is sometimes difficult to maintain, a brute has a measure of control over his abilities.

While in his vigilante identity, a brute becomes one size category larger, gaining no ability score adjustments but otherwise gaining all adjustments for his new size, including additional reach, if appropriate. A brute's vigilante identity is savage and dangerous. While in his vigilante identity, the brute takes a –2 penalty to AC, as well as to all ability checks and skill checks that rely on Charisma, Dexterity, or Intelligence. Furthermore, the brute cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as spellcasting).

When a brute is in mortal peril, such as when combat starts, if he is in his social identity, he must succeed at a Will save (DC = 20 + 1/2 his vigilante level) or enter his vigilante identity. Entering his vigilante identity in this way is a horrifying and painful process that takes 1 full round, during which he is flat-footed, and it typically allows his enemies to see his transformation and learn his identity. The brute's vigilante identity can't always tell friend from foe. While he still attacks enemies preferentially during a battle, when there are no more enemies around, each round he must succeed at a Will save (DC = 20 + 1/2 his vigilante level) or continue fighting against his allies or bystanders. Allies can use the aid another action to assist this saving throw with skills like Diplomacy, as they attempt to calm him down. On a successful save, he slowly turns back to his social identity over the course of 1 minute (or shorter if he has a social talent that reduces that time).

A brute uses his vigilante level as his base attack bonus, but only while he is in his vigilante identity. At 5th level, while in his vigilante identity, the brute gains a +1 bonus on melee attack and damage rolls. This bonus increases to +2 at 13th level and to +3 at 19th level. He uses his normal base attack bonus to qualify for feats and other abilities, although when in his vigilante identity, he uses his increased base attack bonus to determine the effects of feats (such as Power Attack) and other abilities.

A brute's mundane clothes and armor do not increase in size with him, and any such items he wears while changing into his vigilante identity lose one-quarter of their hit

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points. Magical clothes and accessories increase in size with the vigilante, however (though his magical armor and weapons initially do not, as normal).

A brute can stay in his vigilante identity for up to 2 hours at a time, for a total of up to 6 hours in a 24-hour period. When threatened in his vigilante identity, he has the potential to damage bystanders or allies. After switching from his vigilante identity to his social identity, he is fatigued for the same amount of time (rounds, minutes, or hours) that he spent in his vigilante identity and cannot remove or ignore this fatigue by any means except by waiting the appropriate amount of time. If he enters his vigilante identity while fatigued, once he switches back to his social identity, he becomes exhausted for the amount of time he just spent in his vigilante identity, and he also can't remove or ignore the exhaustion by any means other than waiting the appropriate length of time. A character with immunity to fatigue or exhaustion cannot adopt a brute form at all; that immunity prevents the transformation as an effect that would cause fatigue or exhaustion.

An exhausted brute can only enter his vigilante identity for a number of rounds equal to half his vigilante level (minimum 1); following these rounds, the brute immediately falls unconscious, or into a stupor if he is somehow prevented from falling unconscious. In this state, a brute can be healed as normal (and, if he has 0 hit points or more, he returns to consciousness after receiving any amount of magical healing or a DC 15 Heal check), but he cannot enter his vigilante identity for 1 hour.

This ability replaces vigilante specialization.

Brute Talents: A brute can select from any of the following vigilante talents, in addition to general vigilante talents.

This alters vigilante talents.

Awesome Blow (Ex): The brute has learned that his body is his most formidable weapon. He gains the Awesome Blow monster feat as a bonus feat, but only while in his vigilante identity. He can ignore the feat's prerequisites. His awesome blow combat maneuver deals an amount of damage equal to 1d6 plus his Strength modifier, or his unarmed strike damage, whichever is better. At 16th level, the brute can use Awesome Blow against a creature of any size, and he can bull rush, drag[APG], reposition[APG], and trip creatures of any size. A brute must be at least 8th level to select this talent.

Heavy Punches (Ex): The brute eschews civilized combat and prefers to wade into a fight with his fists swinging. While in his vigilante identity, the brute's unarmed strikes deal damage as if he were a monk of his size and vigilante level. If he has levels in other classes that provide monk advancement for unarmed strike damage, his vigilante level stacks with those levels whenever he is in his vigilante identity.

Scale Surroundings (Ex): Instead of letting physical barriers stop him, the brute can simply climb over them. He gains a climb speed of 30 feet when he is in his vigilante identity. A brute must be at least 4th level to select this talent.

Sizing Equipment (Ex): The brute has learned how to adjust his magic armor so that it provides him some protection while in his vigilante identity. Magic armor the brute wears that is sized for his social identity provides an armor bonus equal to its normal armor bonus – 1 while he is in his vigilante identity. In addition, wielding a magic weapon properly sized for his social identity deals damage as if it were a magic weapon properly sized for his vigilante identity, but it imposes a –1 penalty on attack rolls. At 6th level, he takes no penalties when using such weapons and armor, and his weapons and armor work in all ways (including damage dice) as if they were of the vigilante's new size. This talent only applies to magic arms and armor; inappropriately sized mundane arms and armor are not affected.

Total Destruction (Ex): The brute is adept at rampaging through an area, throwing whatever is available at his opponents. The brute gains Throw Anything as a bonus feat. As a standard action, while in his vigilante identity, he can throw any unattended object up to two size categories smaller than he is up to 60 feet if he is Medium and 80 feet if he is Large. This deals 1d6 points of bludgeoning damage if he is Medium or 1d8 if he is Large, and the brute adds 1-1/2 times his Strength modifier to this damage. At 8th level, he can also throw a creature up to two size categories smaller than himself, but he must succeed at a combat maneuver check against that creature's CMD to do so. The thrown creature lands prone and takes an amount of damage equal to the damage dealt to the target of the throw (as noted above), whether the brute hits or misses. At 16th level, he can instead throw an object one size category larger than himself at creatures within a 10-foot radius from the object's point of impact. These creatures must succeed at a Reflex save (DC = 10 + 1/2 the brute's vigilante level + his Strength modifier) or take 1d6 points of damage per vigilante level.

Tear Them Apart (Ex): At 20th level, a brute has learned how to tear at his enemies' bodies when he hits with multiple attacks. When he takes a full attack action while in his vigilante identity, if a brute hits an opponent with at least two attacks, he deals an additional 1d10 points of damage plus 1-1/2 times his Strength modifier. If he hits an opponent with four attacks during a full attack action while in his vigilante identity, he instead deals an additional 3d10 points of damage plus 1-1/2 times his Strength modifier. The damage occurs after he has taken his last attack with the full attack action. This counts as a rend and does not stack with other abilities that grant rend.

This ability replaces vengeance strike.

CABALIST (ARCHETYPE)

Appearing to be an upstanding member of society, the cabalist clandestinely follows the tenets of a secret society. Practice with blood sacrifices, necromancy, and shadow magic gives a cabalist a reputation as a sinister and dangerous vigilante.

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Spellcasting Vigilantes

The spellcasting ability granted to some vigilante archetypes refers to the text of another spellcasting class to determine how that vigilante casts spells. Unless noted otherwise, the vigilante follows that class's rules on learning, casting, and replacing spells. It also uses the same ability score to determine bonus spells per day, save DCs, concentration check bonus, and so on unless noted otherwise.

Class Skills: The cabalist adds Knowledge (arcana) and Spellcraft to his list of class skills, instead of Disable Device, Knowledge (engineering), Perception, and Survival.

This alters the vigilante's class skills.

Skill Ranks per Level: The cabalist gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of 6 + his Intelligence modifier skill ranks.

This alters the vigilante's skill ranks per level.

Weapon and Armor Proficiencies: A cabalist is not proficient with medium armor. Like a magus, he can cast cabalist spells while wearing light armor without incurring the normal arcane spell failure chance.

This alters the vigilante's armor and weapon proficiencies.

Spellcasting: A cabalist casts arcane spells and cantrips as a magus. He prepares spells using a spellbook, choosing them from the 6th-level and lower spells from the witch spell list; higher-level witch spells are not on the cabalist's spell list.

This replaces the 4th-, 8th-, 10th-, 14th-, and 16th-level vigilante talents.

Spellbook: A cabalist has a spellbook that functions in the same way as a magus's spellbook but uses the 6th-level and lower spells from the witch spell list.

Spill Blood (Ex): A cabalist can cause bleeding when he deals piercing or slashing damage with a melee attack (or a ranged attack within 30 feet) against a living foe who is unaware of his presence, who considers him an ally, or who is denied its Dexterity bonus to AC. The amount of bleed damage is equal to the cabalist's level. A cabalist can't deal this bleed damage to a creature with total concealment.

This ability replaces vigilante specialization.

Cabalist Talents: A cabalist can select from the following vigilante talents, in addition to general vigilante talents.

This alters vigilante talents.

Bond of Blood (Sp, Su): The cabalist has a magical bond to life-giving blood. When the cabalist deals bleed damage or 5 or more points of piercing or slashing damage to an adjacent living creature, he gains 1d6 temporary hit points. These temporary hit points last for 1 hour, and the cabalist can't gain temporary hit points again from bond of blood during that hour (even if he loses all the temporary hit points from bond of blood before that time). The number of temporary hit points gained increases by 1d6 for every 4 vigilante levels he has. At 4th level, the cabalist can also activate *blood armor*[ACG] once per day as a spell-like ability as a swift action.

Familiar (Ex): The cabalist gains a familiar, using his vigilante level as his effective wizard level. The familiar also has a social identity as a seemingly normal animal, though cabalists with outlandish familiars might still need to hide them.

Living Shadow (Sp): Once per day, the cabalist can become a living shadow as though he were using *shadow body*[OA]. This effect lasts for 1 round per vigilante level, and the cabalist can't cast spells while in this form. At 14th level, the cabalist can remain as a living shadow for 1 minute per vigilante level instead, and can cast spells while he is a living shadow. A cabalist must be at least 12th level to select this talent.

Necromantic Focus (Ex): The cabalist gains Spell Focus (necromancy) as a bonus feat. He also adds additional spells to his spellbook from the following list, provided he can cast spells of the appropriate level: 1st—*cause fear*, 2nd—*blindness/deafness*, 3rd—*bestow curse*, 4th—*poison*, 5th—*feast on fear*[ACG], 6th—*slay living*.

Shadow Jump (Su): The cabalist gains the shadowdancer's shadow jump ability with an effective shadowdancer level equal to his vigilante level – 6. If he has levels in shadowdancer, those levels stack with his vigilante levels to determine the total distance per day he can shadow jump (to a maximum of 320 feet per day). A cabalist must be at least 10th level to select this talent.

Tattoo Chamber (Su): The cabalist can magically absorb items through a tattoo on his hand or wrist and easily retrieve them or activate their magical abilities without making them manifest. The items seemingly disappear into the tattoo, but actually enter an extradimensional space that the cabalist can access via the tattoo. Stowing an item in this way requires a full-round action, and the space can store one item plus one additional item per 3 vigilante levels he has. These items must be items the cabalist can hold in one hand. Retrieving a stowed item requires mentally activating the tattoo as a swift action. The item appears in the cabalist's hand, so worn items must still be donned to gain their benefits. The cabalist can also activate any spell-trigger abilities of a stored item as though he were wielding the item, producing the magic effect from his tattoo rather than from the item. If the cabalist dies while items are within his tattoo chamber, those items fade into existence within 5 feet of the corpse.

Bloodbound Spell (Ex): At 5th level, a cabalist gets an advantage when casting spells against bleeding foes. Whenever the cabalist casts a spell against a foe that is taking bleed damage, the foe takes a –1 penalty on its saving throw against the spell (or to its AC if the spell requires an attack roll). This penalty increases to –2 if the spell is from the necromancy school.

This ability replaces startling appearance.

Bloody Horror (Ex): At 11th level, when a cabalist casts a spell and one of the targets (or one creature in the area for an area spell) is taking bleed damage, the cabalist can, as a free action, make an Intimidate check to demoralize all targets of the spell (or all creatures in the area for an area

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spell). The cabalist rolls only one Intimidate check and applies the result to all the targets.

Once a creature has been the target of this ability (regardless of whether or not it was successful), it is immune to that cabalist's bloody horror for 24 hours. This is a mind-affecting fear effect.

This ability replaces frightening appearance.

Shadowy Appearance (Sp): At 17th level, a cabalist becomes cloaked in shadow while in his vigilante identity. He gains a continuous 20% miss chance (as per *blur*). The cabalist can deactivate or reactivate this effect as a standard action. Once per day, he can spend an immediate action to gain the benefits of *greater invisibility* for 1d6 rounds.

This ability replaces stunning appearance.

Gunmaster (Archetype)

Firearms can be potent tools for striking fear into the hearts of enemies, and canny vigilantes use this to their advantage. Gunmasters brandish firearms like extensions of their will, taking down their foes with deadly accuracy and skill.

Weapon and Armor Proficiencies: A gunmaster is proficient with all firearms but not with martial weapons or medium armor.

This alters the vigilante's weapon and armor proficiencies.

Gunmaster: At 1st level, a gunmaster gains the gunslinger's gunsmith ability (*Pathfinder RPG Ultimate Combat* 9). Additionally, the Gunsmithing bonus feat allows the gunmaster to repair and restore his initial battered firearm as if he were a gunslinger. At 5th level, and every 4 vigilante levels thereafter, the gunmaster gains a +1 bonus on attack and damage rolls with all firearms.

This ability replaces vigilante specialization.

Gunmaster Talents: A gunmaster can select from any of the following vigilante talents, in addition to general vigilante talents.

This alters vigilante talents.

Deadeye (Ex): Once per day, the gunmaster can resolve an attack against touch AC instead of normal AC when firing one increment beyond his firearm's first range increment. The gunmaster still takes the –2 penalty on attack rolls for shooting a target outside the firearm's first range increment. At 6th level and every 4 vigilante levels thereafter, he can use this ability one additional time per day. A gunmaster can spend multiple daily uses to resolve an attack at a further range increment (for instance, he can spend three uses to resolve an attack three increments beyond his first range increment).

Death's Shot (Ex): Three times per day, as an immediate action when the gunmaster scores a critical hit, he can attempt to kill his enemy instantly. When the gunmaster uses this talent, the target must succeed at a Fortitude saving throw with a DC equal to 10 + 1/2 the gunmaster's vigilante level + his Dexterity modifier. On a failed saving throw, the target dies instantly. A gunmaster must be 20th level to select this talent.

Gunmaster Initiative (Ex): The gunmaster gains a +2 bonus on initiative checks. Furthermore, if he has the Quick Draw feat, his hands are free and unrestrained, and the firearm is not hidden, he can draw a single firearm as part of the initiative check. A gunmaster must be at least 4th level to select this talent.

Lightning Reload (Ex): A number of times per day equal to half his vigilante level, a gunmaster can reload a single barrel of a one-handed or two-handed firearm as a swift action once per round. If he has the Rapid Reload feat or is using an alchemical cartridge (or both), he can reload a single barrel of the weapon as a free action each round instead. Using this talent does not provoke attacks of opportunity. A gunmaster must be at least 12th level to select this talent.

Quick Clear (Ex): Once per day as a standard action, the gunmaster can remove the broken condition from a single firearm he is currently wielding, as long as that condition was gained by a firearm misfire. Starting at 12th level, once per day, when the gunmaster rolls a misfire with a gun that has the broken condition, she can prevent the gun from exploding, though it retains the broken condition.

Nimble (Ex): Starting at 4th level, a gunmaster gains a +1 dodge bonus to AC while wearing light or no armor. Anything that causes the gunmaster to lose her Dexterity bonus to AC also causes the gunmaster to lose this dodge bonus. This bonus increases by 1 for every 6 vigilante levels beyond 4th (to a maximum of +3 at 16th level).

This ability replaces unshakable.

Magical Child (Archetype)

Some vigilantes, no matter their age, carry a spark of capricious whimsy under which flows a powerful current of magic and wonder. They keep these wondrous abilities secret, though they are aided in their endeavors by creatures just as magical as they are.

Class Skills: A magical child adds Knowledge (arcana), Knowledge (planes), and Spellcraft to her list of class skills, instead of Disable Device, Knowledge (engineering), Perception, and Survival.

This alters the vigilante's class skills.

Skill Ranks per Level: A magical child gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of the normal 6 + her Intelligence modifier skill ranks.

This alters the vigilante's skill ranks per level.

Weapon and Armor Proficiencies: A magical child is not proficient with medium armor. She can cast summoner spells (see spellcasting below) while wearing light armor without incurring the normal arcane spell failure chance.

This alters the vigilante's armor and weapon proficiencies.

Spellcasting: A magical child casts arcane spells and cantrips as an unchained summoner. She can cast any spell she knows without preparing it ahead of time, assuming she has not yet used up her allotment of spells per day for the spell's level, and she chooses her spells known

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from the summoner spell list (she cannot choose spells that would affect an eidolon). A magical child's selection of spells is extremely limited; use Table 1–5: Summoner Spells Known on page 27 of *Pathfinder RPG Pathfinder Unchained* to determine how many spells the magical child knows at each level. A magical child needs to commune with her animal guide for 1 hour in order to replenish her daily spell slots.

This replaces the 4th-, 8th-, 10th-, 14th-, and 16th-level vigilante talents.

Transformation Sequence (Su): A magical child's transformation between identities is assisted by magic. This makes it faster than usual, but also more noticeable. A magical child can normally transform between her identities in 5 rounds, though this improves to a standard action with the quick change social talent and a swift action with the immediate change social talent. However, the transformation is quite a spectacle, involving loud sounds or music, brilliant colorful energies, and swift motions.

Animal Guide (Ex): A magical child starts play with a magical spirit guide in the form of a familiar, using her vigilante level as her effective wizard level. The familiar also has a social identity as a seemingly normal animal, though vigilantes with outlandish familiars might still need to hide the familiar.

At 3rd level, the magical child's familiar reveals another aspect of its form, and its vigilante identity changes into a creature on the Improved Familiar list that would be available to a 3rd-level spellcaster (the animal guide's social identity always remains as the original normal animal). The familiar can change its vigilante identity again when the magical child reaches 5th and 7th level, each time to familiars available at those levels. The Improved Familiar feat's alignment restrictions apply to this ability, but only the magical child's vigilante identity needs to have an alignment that fulfills the alignment requirements of the improved familiar. The familiar's new vigilante form choices are permanent, and it cannot transform back into its former vigilante identities until 9th level, when the familiar gains the change shape universal monster ability if it doesn't already have it. It can use this ability at will when in its vigilante identity to transform into any of its four vigilante identities.

In vigilante form, a magical child's familiar gains an amount of DR/magic equal to her vigilante level. This doesn't stack with any DR/magic that her vigilante form might already possess.

If a magical child's familiar dies, its consciousness simply leaves its body, and the magical child can replace its body after 24 hours. To do so, she must conduct an 8-hour ritual that costs 200 gp per her vigilante level, but once the ritual is complete, the familiar returns in a new body. It retains all of its memories from its earlier service to the magical child.

This ability replaces vigilante specialization.

Staunch Ally (Ex): A magical child's familiar counts as the magical child for purposes of the startling appearance, frightening appearance, and stunning appearance abilities, and it can calculate its DCs using either its own Charisma modifier or the magical child's, whichever is better. At 20th level, the familiar can make vengeance strikes as if it were the magical child.

This ability alters startling appearance, frightening appearance, stunning appearance, and vengeance strike.

Mounted Fury (Archetype)

Some vigilantes form special bonds with the creatures they use as steeds, considering these loyal and trusted mounts just as much heroes or antiheroes as they might be. Mounted furies often masquerade as anonymous stable hands or humble quartermasters to mask their vigilante activities.

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Class Skills: A mounted fury adds Handle Animal to his list of class skills, instead of Swim and Use Magic Device.

This alters the vigilante's class skills.

Thorough Change: A mounted fury must take care when changing from one identity to another, including making any changes necessary to ensure that his mount is not associated with his social identity and vice versa (although if anyone suspects him of being anything other than what he appears to be while in his social identity, he need not make a separate Disguise check for his mount). The mounted fury always requires 1 minute to change identities, regardless of other effects that reduce the time required, and he cannot choose the immediate change or quick change social talents.

This alters dual identity.

Mount (Ex): A mounted fury gains the service of a loyal and trusty steed to carry him into battle. This mount functions as a druid's animal companion, using the mounted fury's vigilante level as his effective druid level. The creature must be one that he is capable of riding and is suitable as a mount. A Medium mounted fury can select a camel or a horse. A Small mounted fury can select a pony or a wolf, but can also select a boar or a riding dog if he is at least 4th level. The GM might approve other animals as suitable mounts. A mounted fury can exchange or replace his mount the same way that a druid exchanges or replaces her animal companion.

A mounted fury does not take an armor check penalty on Ride checks while riding his mount. The mount is always considered combat trained and begins play with Light Armor Proficiency as a bonus feat. A mounted fury's mount does not gain the share spells ability.

A mounted fury's bond with his mount is strong, with the pair learning to anticipate each other's moods and moves. At 3rd level, the mounted fury's mount shares all his teamwork feats, without needing to meet the prerequisites (although while mounted, the mounted fury and his mount do not count as separate creatures for the purpose of these feats). At 5th level, the mounted fury's mount benefits from the vigilante's startling appearance as if it were the vigilante. Should a mounted fury's mount die, the mounted fury may find another mount to serve him after 1 week of mourning. This new mount does not gain the link or devotion special abilities until the next time the mounted fury gains a level.

A mounted fury can select avenger vigilante talents, despite not being an avenger. He can also select a teamwork feat for which he qualifies in place of a vigilante talent; at 10th level, he gains an additional teamwork feat each time he does so (if he selected any teamwork feats in place of vigilante talents before 10th level, he gains an additional teamwork feat at 10th level for each time he did so).

This ability replaces vigilante specialization.

Furious Charge (Ex): At 6th level, a mounted fury learns to make more accurate charge attacks while mounted. The mounted fury and his mount receive a +4 bonus on melee attack rolls on a charge while mounted (instead of the normal +2). In addition, the mounted fury and his mount don't take any penalty to AC after making a charge attack while mounted.

This replaces the vigilante talent gained at 6th level.

Mighty Charge (Ex): At 12th level, a mounted fury learns to make devastating charge attacks while mounted. He doubles the critical threat range of any weapons he wields during a charge while mounted, as well as the critical threat range of the mount's attacks. This increase does not stack with other effects that increase the threat range of weapons. In addition, the mounted fury can make a free bull rush, disarm, sunder, or trip combat maneuver if his charge attack is successful. This free combat maneuver does not provoke an attack of opportunity.

This replaces the vigilante talent gained at 12th level.

Vengeance Strike (Ex): At 20th level, a mounted fury need not be mounted while he studies a target against whom he plans a vengeance strike, but he must be mounted when he makes the strike's attack.

This ability alters vengeance strike.

PSYCHOMETRIST (ARCHETYPE)

Wise vigilantes know that there is power in certain seemingly unremarkable items. Psychometrists aren't spellcasters; instead, they collect strange items or create their own uncanny gadgets that seem to only work for them. Psychometrists often hide their clandestine activities behind the guise of an eccentric peddler, curator, tinker, or artificer.

Class Skills: A psychometrist adds Knowledge (arcana) and Knowledge (history) to his list of class skills, instead of Knowledge (dungeoneering) and Knowledge (engineering).

This alters the vigilante's class skills.

Occult Awareness: At 1st level, a psychometrist gains Psychic Sensitivity (*Pathfinder RPG Occult Adventures* 138) as a bonus feat.

This ability replaces the social talent gained at 1st level.

Implements and Focus Powers (Su): At 2nd level, a psychometrist learns to use the powers of one implement school from the occultist class (*Occult Adventures* 47); the conjuration implement school is not available to a psychometrist. This implement school does not allow the psychometrist to cast any spells of that school of magic, though, and he can't use spell-trigger or spell-completion magic items from any schools without succeeding at the appropriate Use Magic Device check. A psychometrist can't select an implement school more than once.

The psychometrist treats his vigilante level as his occultist level for purposes of determining how his implements' focus powers work, and for determining at what level he may choose certain focus powers. Unlike an occultist, each of a psychometrist's focus powers has its own associated implement or gadget. For example, a psychometrist might own a scabbard implement to use the legacy weapon focus power and an implement that is a pair of boots to use the sudden speed focus power. The psychometrist must assign mental focus separately to each implement each day, and he doesn't gain resonant powers

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from his implements. Otherwise, this ability acts like the occultist's implements class feature. At 6th, 12th, and 18th levels, the psychometrist learns to use one additional implement school.

Each time a psychometrist learns an implement school, he learns the base focus power from that school, plus one focus power from each implement school he has previously learned (but not from the new school he just learned). The psychometrist can use focus powers only by expending mental focus (see below). Unless otherwise noted, the DC for any saving throw against a focus power equals 10 + 1/2 the psychometrist's vigilante level + the psychometrist's Intelligence modifier. The psychometrist can select a school he already knows, and in this case, he gains a total of two new focus powers from that school (instead of learning the base focus power from the new school).

This replaces the vigilante talents gained at 2nd, 6th, 12th, and 18th levels.

Mental Focus (Su): At 2nd level, like an occultist, a psychometrist has mental focus he can invest into his implements each day to allow him to utilize abilities tied to them. A psychometrist has a number of points of mental focus equal to half his vigilante level plus his Intelligence modifier.

Object Reading (Su): At 2nd level, a psychometrist can read information from items he examines, and gains the occultist's object reading ability *(Occult Adventures* 48).

This ability replaces unshakable.

Psychometric Strike (Su): At 20th level, a psychometrist gains twice the usual benefits of vengeance strike (up to the same maximum) against an opponent who possesses an object that once belonged to the psychometrist.

This ability alters vengeance strike.

Warlock (Archetype)

Practicing magic in secret, the warlock obscures her arcane scholarship from public view. Her study of these arts allows her to hide her dual nature and enchant her enemies—or simply blast them with furious magical attacks.

Class Skills: The warlock adds Knowledge (arcana) and Spellcraft to her list of class skills, instead of Disable Device, Knowledge (engineering), Perception, and Survival.

This alters the vigilante's class skills.

Skill Ranks per Level: The warlock gains a number of skill ranks equal to 4 + her Intelligence modifier at each level, instead of 6 + her Intelligence modifier skill ranks.

This alters the vigilante's skill ranks per level.

Armor Proficiencies: A warlock is not proficient with medium armor. Like a magus, she can cast her spells while wearing light armor without incurring the normal arcane spell failure chance.

This alters the vigilante's armor proficiencies.

Spellcasting: A warlock casts arcane spells and cantrips as a magus. She prepares spells using a spellbook, choosing them from the 6th-level and lower spells from the sorcerer/wizard spell list; higher-level sorcerer/wizard spells are not on the warlock's spell list.

This replaces the 4th-, 8th-, 10th-, 14th-, and 16th-level vigilante talents.

Spellbook: A warlock has a spellbook that functions in the same way as a magus's spellbook but uses the 6th-level and lower spells from the sorcerer/wizard spell list.

Mystic Bolts (Su): A warlock can sling projectiles of magical energy at will by shooting a bolt or touching her foe. A melee mystic bolt requires the target to be within reach, and a ranged mystic bolt is a ranged attack with a range of 30 feet. A mystic bolt deals 1d6 points of damage plus 1 for every 4 vigilante levels the warlock has. The warlock must choose one type of damage for her mystic bolt: acid, cold, electricity, or fire. Attacking with a mystic bolt takes the place of one of the warlock's normal attacks, and she can make a full attack using mystic bolts. The warlock vigilante attacks with mystic bolts as though they were light one-handed weapons, and the bolts can be used for two-weapon fighting (with each hand creating one mystic bolt) and feats and abilities that apply to weapon attacks (unless they're excluded from that feat, such as with Power Attack). Weapon Focus (ray) doesn't apply to mystic bolts, but a warlock can take Weapon Focus (mystic bolt) and apply it to both melee and ranged mystic bolts.

Creating a mystic bolt requires the hand to be free, but the bolt appears only briefly, so a warlock using mystic bolts has a free hand any time she isn't attacking with a mystic bolt. The warlock threatens with a mystic bolt, but only if she has a hand free. Because mystic bolts are impermanent, a spell that targets a single weapon (like *magic weapon*) can't affect it, nor can a mystic bolt be made with magic weapon special abilities. Abilities that affect all weapon attacks the warlock makes, such as the arcane striker warlock talent, function with mystic bolts.

At 7th level and every 6 vigilante levels thereafter, the warlock chooses another damage type from the list above. Each time she creates a mystic bolt, she can have it use any one of the damage types she has selected.

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This ability replaces vigilante specialization.

Piercing Bolts (Ex): At 3rd level, the warlock can choose one mystic bolt per round to be a touch attack. This turns a melee mystic bolt into a melee touch attack or a ranged mystic bolt into a ranged touch attack. At 5th level, the warlock can treat all of her mystic bolts as touch attacks.

This ability replaces unshakable.

Warlock Talents: A warlock can select from any of the following vigilante talents, in addition to general vigilante talents.

This alters vigilante talents.

Arcane Striker (Su): The warlock gains Arcane Strike as a bonus feat. At 12th level, when she activates Arcane Strike, she can choose to also give her weapons the *flaming*, *frost*, *shock*, or *thundering* weapon special ability. She makes this choice each time she activates Arcane Strike, and it lasts for the same duration. At 16th level, she adds *anarchic*, *axiomatic*, *flaming burst*, *holy*, *icy burst*, *shocking burst*, and *unholy* to the list of special abilities she can select. She can choose to apply an alignment-based weapon special ability only while in her vigilante identity, and only if it matches the alignment of her vigilante identity.

Elemental Armor (Su): When in her vigilante identity, the warlock gains armor made of elemental energy. She is surrounded by a nimbus of ice, lightning, or flames, granting her resistance 5 to cold, electricity, or fire, respectively. The damage type must be chosen when she selects this talent, and it can't be changed. At 4th level, the warlock's armor deals 1d6 points of damage of the chosen energy type to any creature striking the warlock with a natural weapon or a non-reach melee weapon. A creature that attempts a grapple combat maneuver check against the warlock also takes this damage. A creature can take damage in this way no more than once per round. At 8th level, the energy resistance increases to 10. At 12th level, the damage increases to 2d6 points. At 16th level, the warlock becomes immune to the chosen damage type while in her vigilante identity.

Familiar (Ex): The warlock gains a familiar, using her vigilante level as her effective wizard level. The familiar also has a social identity as a seemingly normal animal, though warlocks with outlandish familiars might still need to hide them.

Social Simulacrum (Sp): The warlock can create a short-lived simulacrum (as *lesser simulacrum* on page 238 of *Ultimate Magic*) that duplicates her social identity, allowing her to appear to be in two places at once. Creating the duplicate takes 1 hour and requires no material component cost. It lasts for 4 hours before turning back into an inert pile of snow. The duplicate replicates only the warlock's social identity, with the same alignment and social talents. It has no magical abilities, and can't assume a vigilante identity. As with the spell, the simulacrum isn't under the warlock's control. The warlock can create a social simulacrum no more than once per day and can have only one in existence at a time. A warlock must be at least 8th level to select this talent.

Tattoo Chamber (Su): This talent functions as the cabalist ability of the same name on page 56.

Wildsoul (Archetype)

Within some vigilantes are incredible innate abilities that, although normally the domain of natural beasts, inexplicably aid them in fighting their enemies. These vigilantes have ties to the creature whose abilities they emulate, whether from a distant lycanthrope ancestor, a divine touch, unnatural experimentation, or something else altogether.

Natural Course (Ex): At first level, when a wildsoul chooses a vigilante specialization, he must also choose a natural course: arachnid, falconine, or ursine. This represents the type of creature that influences his body, granting him his remarkable abilities. Once this choice is made, it can't be changed.

At 2nd, 6th, 12th, and 18th levels, a wildsoul gains a specific ability tied to his natural course. These abilities count as vigilante talents, as onlookers who see the wildsoul in his social identity use them overtly might suspect him of being something more than he appears; the more obvious animalistic abilities (like bear form and shoot webs) impart a –10 penalty on the wildsoul's Disguise check to appear as his social identity.

This alters vigilante specialization and replaces the vigilante talents gained at 2nd, 6th, 12th, and 18th levels.

Arachnid: These wildsouls have the blood of spiders running through their veins.

Heightened Senses (Ex): At 2nd level, an arachnid wildsoul can anticipate physical danger and react astonishingly quickly. He gains the stalker sense vigilante talent, even if he is not a stalker.

Shoot Webs (Ex): At 6th level, an arachnid wildsoul's wrists can produce thick, sticky webbing that he can shoot at his enemies. Shooting webbing is a ranged touch attack with a range increment of 10 feet. The webbing acts as a tanglefoot bag when it hits a creature, except the DC of the Reflex save to avoid being glued to the floor or unable to fly is equal to 10 + 1/2 the arachnid wildsoul's vigilante level + his Constitution modifier. Like a tanglefoot bag, the webbing does not work underwater. The arachnid wildsoul can shoot webs a number of times per day equal to 3 + his Constitution modifier.

Web Specialist (Ex): At 12th level, an arachnid wildsoul can coat his hands and feet in super-sticky webbing, even over equipment such as gloves and boots. This gives him a climb speed of 30 feet. Additionally, as a move action that provokes attacks of opportunity, an arachnid wildsoul can use his webbing to create the equivalent of a 50-foot length of silk rope (hp 4, break DC 24) and can shoot it at any flat, unoccupied surface that is at least one 5-foot square in size. If the arachnid wildsoul succeeds at a ranged attack against AC 10, the rope sticks fast to the surface, can only be removed if it is destroyed, and can support the weight of the arachnid wildsoul plus one additional Medium or smaller creature. If more creatures attempt to use the

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webbing rope, it is destroyed. This costs a daily use of shoot webs.

Web Master (Ex): At 18th level, an arachnid wildsoul can use web specialist without spending a daily use of shoot webs. Additionally, he can create numerous web-ropes as he is moving and swing from rope to rope, essentially allowing him to move at his base speed through the air as long as he always uses at least one hand to hold the webbing and continues to have tether points within 50 feet and above him. The web ropes he creates in this way dissolve as soon as he is done using them to swing.

Falconine: These wildsouls have the blood of falcons or other large birds of prey running through their veins.

Soft Landing (Ex): At 2nd level, a falconine wildsoul can grow feathery wing-flaps under his arms that allow him to fall slowly. He gains the perfect fall vigilante talent.

Eagle Eye (Ex): At 6th level, a falconine wildsoul hones his visual senses. He gains a competence bonus equal to half his vigilante level on visual Perception checks.

Take to the Air (Ex): At 12th level, a falconine wildsoul can harness the flight inherent in his blood. While in his vigilante identity, he has feathery wings that grant him a fly speed of 40 feet (with good maneuverability).

Deadly Dive (Ex): At 18th level, a falconine wildsoul has learned how to mimic the swooping and diving of birds of prey. As a full-round action while he is flying at least 30 feet above the ground, a falconine wildsoul can dive onto a creature by moving up to twice his fly speed and make a single melee attack. The movement provokes attacks of opportunity as normal, and the attack provokes an attack of opportunity from the attack's target. If the attack is successful, the falconine wildsoul deals the attack's damage plus 2d6 points of damage for every 10 feet he dove (to a maximum of 20d6 damage if he dove 100 feet or more). Even if the attack misses, the target still takes the extra damage for the distance of the dive, but it receives a Reflex save to halve the damage (DC = 10 + 1/2 the falconine wildsoul's vigilante level + his Strength or Dexterity modifier, whichever is higher). A falconine vigilante can dive in this way a number of times per day equal to his Strength or Dexterity modifier, whichever is higher.

Ursine: These wildsouls have the blood of bears running through their veins.

Deadly Claws (Ex): At 2nd level, an ursine wildsoul's hands become claws in his vigilante identity, granting him two claw attacks. These are primary natural attacks that deal 1d4 points of damage if he is Medium or 1d3 if he is Small.

Bear Jaws (Ex): At 6th level, an ursine wildsoul gains a bite attack while in his vigilante identity. This is a primary natural attack that deals 1d4 points of damage if he is Medium or 1d3 if he is Small.

Thick Hide (Ex): At 12th level, an ursine wildsoul in his vigilante identity has skin that bristles with thick hair like that of a bear's. He gains a natural armor bonus of +1. This natural armor bonus increases by 1 at 16th and 20th levels.

Bear Form (Su): At 18th level, an ursine wildsoul has learned how to take a bear's form. He can change into bear form as a standard action, at will, and the transformation lasts until he changes back. While transformed, he becomes a grizzly bear (*Pathfinder RPG Bestiary* 31) as *beast shape II*. An ursine wildsoul loses his ability to speak while in bear form and is limited to the sounds that a normal bear can make, though he can communicate normally with other bears, as *speak with animal*.

ZEALOT (ARCHETYPE)

Dedicated to a single deity, the zealot hunts the enemies of his faith in secret, often because his religion is outlawed or persecuted in the region.

Class Skills: A zealot adds Knowledge (religion) and Spellcraft to his list of class skills, instead of Disable Device, Knowledge (engineering), Perform, and Sleight of Hand.

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This alters the vigilante's class skills.

Skill Ranks per Level: A zealot gains a number of skill ranks equal to 4 + his Intelligence modifier at each level, instead of 6 + his Intelligence modifier skill ranks.

This alter's the vigilante's skill ranks per level.

Weapon Proficiencies: A zealot is also proficient in his deity's favored weapon, even if it is an exotic weapon, and if the deity's favored weapon is unarmed strike, he gains Improved Unarmed Strike as a bonus feat.

This alters the vigilante's weapon proficiencies.

Spellcasting: A zealot casts divine spells and orisons as an inquisitor and uses the inquisitor's spell list.

This replaces the 4th-, 8th-, 10th-, 14th-, and 16th-level vigilante talents.

Chaotic, Evil, Good, and Lawful Spells: Zealots can't cast spells of an alignment opposed to his vigilante identity's alignment or that of his deity. Spells associated with particular alignments are indicated by the chaotic, evil, good, and lawful descriptors in their spell descriptions.

Alignment: A zealot's alignment must be within one step of his deity's, along either the law/chaos axis or the good/evil axis, but only when in his vigilante identity. If his social identity's alignment isn't within one step of his deity's, he can't cast spells in his social identity.

Aura (Ex): A zealot of a chaotic, evil, good, or lawful deity has a particularly powerful aura corresponding to the deity's alignment (see *detect evil* spell for details), but only when in his vigilante identity.

Inquisition (Ex): A zealot picks a deity and picks a single inquisition (*Pathfinder RPG Ultimate Magic* 41) tied to that deity. He uses his vigilante level as his inquisitor level to determine level dependent inquisition abilities.

This ability replaces vigilante specialization.

Zealot Talents: A zealot can select from any of the following vigilante talents, in addition to general vigilante talents.

This alters vigilante talents.

Channel Energy (Su): A zealot who takes this talent can channel energy with an effective cleric level equal to his vigilante level – 4 (minimum 1) while in his vigilante identity. If good in his vigilante identity (or if he worships a good deity), the vigilante channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. If evil in his vigilante identity (or if he worships an evil deity), the vigilante channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. If the vigilante is neutral in his vigilante identity and worships a neutral deity, the vigilante must choose whether he channels positive or negative energy. Once this choice is made, it can't be reversed.

Discern Lies (Sp): The zealot can use *discern lies* as a spell-like ability for a number of rounds per day equal to his vigilante level. The rounds need not be consecutive. Activating this ability is an immediate action. A zealot must be 6th level before taking this talent.

Empower Symbol (Su): As a standard action, the zealot can empower his holy symbol. If the zealot is of good alignment while in his vigilante identity (or worships a good deity), this works as if the holy symbol was the center of a *consecrate* effect. If the zealot is of evil alignment in his vigilante identity (or worships an evil deity), this works as if the holy symbol was the center of a *desecrate* effect. If the zealot is neutral in his vigilante identity and worships a neutral deity, he can choose whether this ability acts as per *consecrate* or *desecrate*, but once the choice is made, it cannot be changed. At 10th level, the zealot treats his holy symbol as a permanent fixture for the purpose of determining the consecration or desecration effects. A zealot must be at least 6th level to select this talent.

Stalwart (Ex): A zealot with this talent can use mental and physical resilience to avoid certain attacks. If he succeeds at a Fortitude or Will saving throw against an attack that has a reduced effect on a successful save, he avoids the effect entirely. A helpless zealot doesn't gain the benefit of this ability. A zealot must be 12th level before selecting this talent.

Stern Gaze (Ex): A zealot with this talent is skilled at sensing deception and intimidating his foes. The zealot gains a morale bonus on all Intimidate and Sense Motive checks equal to half his vigilante level (minimum +1).

Zealot Smite (Su): Once per day, a zealot with this talent can use this power to smite a foe. Zealots that are good in their vigilante identity (or worship a good deity) can smite evil creatures, those that are evil in their vigilante identity (or worship an evil deity) can smite good creatures, those that are chaotic in their vigilante identity (or worship a chaotic deity) can smite lawful creatures, and those that are lawful in their vigilante identity (or worship a lawful deity) can smite chaotic creatures. A zealot that is neutral when in his vigilante identity and that worships a neutral deity can pick to smite any one of the four alignments; other zealots must select from the alignments available based on their own alignment or their deity's. Once that choice is made, it can't be changed.

As a swift action, the zealot chooses one target within sight to smite. If this target is of the proper alignment, the zealot adds his Charisma bonus on his attack rolls (to a maximum of half his vigilante level) and his vigilante level on all damage rolls against the target of his smite. If the target of smite is an outsider with an alignment subtype of the zealot's smite, a similarly aligned dragon, or an undead creature (if the zealot's smite is against evil creatures), a good-aligned cleric or paladin (if the zealot's smite is against good creatures), a chaotic aberration (if the zealot's smite is against chaotic creatures), or a lawful-aligned cleric or paladin (if the zealot's smite is against lawful creatures), the bonus to damage on the first successful attack increases to 2 points of damage per vigilante level. Regardless of the target, the zealot's smite attacks bypass the creature's DR as if it were a weapon with a +5 enhancement bonus.

At 5th level, and every 3 vigilante levels thereafter, a zealot can smite one additional time per day, to a maximum of seven times per day at 20th level.

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Other Class Archetypes

While bards, rogues, and many others take to artifice and trickery naturally, for characters of some classes, duplicity is an acquired taste or a poor fit. Nonetheless, each class's skill set has something unique to offer in the world of intrigue, as exemplified in the following archetypes. Each archetype helps you build a character that fits right into an intrigue-based game, even if the class might normally be an unconventional choice. The following section includes archetypes for nine additional classes, as well as kineticist wild talents and an oracle mystery, all organized alphabetically by class.

Tyrant (Antipaladin Archetype)

Evil arises in every form imaginable, not just in hearts full of destruction and chaos. Tyrants are manipulative and lawful antipaladins, chess masters who arrange things behind the scenes to ensure that whatever happens, evil always wins, and the tyrant along with it. Unlike other antipaladins, tyrants are all too happy to associate with good creatures, the better to manipulate them into performing evil acts.

Tyrant's Code: A tyrant must be of lawful evil alignment and loses all class features except proficiencies if he willingly and altruistically commits good acts. This does not mean the tyrant can't take actions someone else might qualify as good, only that such actions must always be in service of his own dark ambitions. A tyrant's code requires that he place his own sinister goals above all else, respect rightful authority even as he twists its loopholes to his own ends, impose tyranny, and punish all those who dare dissent. A tyrant can accept underlings of any alignment; he cares not who serves him, only that they are truly loyal to him. He can even work alongside good-aligned individuals, as long as he is secretly manipulating them.

This alters the antipaladin's code of conduct and associated abilities, as well as the section on ex-antipaladins.

Class Skills: A tyrant adds Diplomacy to his list of class skills, instead of Ride.

This alters the antipaladin's class skills.

Diabolic Boon (Sp): At 5th level, if a tyrant chooses to gain the services of a fiendish servant with his fiendish boon ability, he must choose a fiendish animal or a creature with the lawful and evil subtypes.

This ability alters fiendish boon.

Cardinal (Cleric Archetype)

While a cleric's faith is her highest priority, her church may wield significant political power in some regions. In these cases, cardinals arise from the ranks of the clergy, engaging in the game of intrigue on behalf of their churches. While some cardinals manage to join the world of politics and retain the purity of their faith, many cardinals find that they must compromise some part of their beliefs in pursuit of their church's political power, and some cardinals even fall prey to the corrupting influence of their power.

Armor Proficiency: A cardinal is proficient in light armor, but not shields.

This ability replaces the cleric's armor proficiencies.

Political Skill: A cardinal adds Bluff, Intimidate, Knowledge (geography), and Knowledge (local) to her list of class skills. She gains a number of skill ranks equal to 6 + her Intelligence modifier at each level, instead of the normal 2 + her Intelligence modifier. However, she gains only one domain, and her base attack bonus from cleric levels is equal to half her class level (which is the same as for a sorcerer or wizard).

This ability replaces the cleric's spontaneous casting ability. It alters the cleric's domains, as well as her class skills, skill ranks per level, and base attack bonus.

Maverick (Gunslinger Archetype)

Trouble always finds a maverick, whether she is a con artist or an honest gambler. Quick with her gun and no stranger to barroom brawls, she can hold her own when bullets and punches start flying.

Deeds: A maverick gains the following three deeds.

Stacked Deck (Ex): At 1st level, the maverick can spend 1 grit point when she attempts a Bluff, Profession (gambler), or Sleight of Hand check to roll 1d6 and add the result to the check. She can do this after she rolls the check but before the result is revealed. If the result of the d6 roll is a natural 6, she rolls another 1d6 and adds it to the check. She can continue to do this as long as she rolls natural 6s, up to a number of times equal to her Wisdom modifier (minimum 1).

This deed replaces the gunslinger's dodge deed.

Fist Fighter (Ex): At 3rd level, as long as the maverick has at least 1 grit point, she gains the benefit of the Improved Unarmed Strike feat.

This deed replaces the pistol whip deed.

Gun Twirl (Ex): At 3rd level, as long as the maverick has at least 1 grit point, she can use flashy gunplay to intimidate her opponents. She gains the Dazzling Display feat and can use it with any firearm, even if she doesn't have Weapon Focus in that firearm.

This deed replaces the gunslinger initiative deed.

Courtly Hunter (Hunter Archetype)

While most hunters find themselves at ease in the wildest parts of the world, courtly hunters instead make their homes in cultured urban environments. They and their animal companions are more refined than typical hunters, using their skills to navigate the winding paths of courtly intrigue as surely as other hunters find trails in the wilderness.

Class Skills: A courtly hunter adds Bluff, Diplomacy, and Sense Motive to her list of class skills, instead of Knowledge (geography), Knowledge (nature), and Survival.

This alters the hunter's class skills.

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Courtly Companion: A courtly hunter's animal companion was touched by either the fey or the nature spirits that form leshys and answer to *commune with nature*, granting it its own intelligence. The companion's type changes to magical beast (augmented animal), but this doesn't change any of its statistics and it counts as an animal, not as a magical beast, for the purposes of determining all effects, prerequisites, and so on. It does not learn tricks, but it does have an Intelligence score equal to that of a familiar belonging to a wizard of the courtly hunter's hunter level. Levels in other classes that grant animal companions do not stack with levels of courtly hunter for the purpose of determining the abilities of her courtly companion.

This ability alters animal companion.

Refined Focus (Su): A courtly hunter has access to a different set of animal aspects with her animal focus. She does not gain access to the bear, bull, frog, monkey, snake, stag, tiger, or wolf aspects. Instead, she gains access to the following aspects.

Beaver: The creature gains a +4 competence bonus on Craft checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Chameleon: The creature gains a +4 competence bonus on Disguise checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Eagle: The creature gains a +2 enhancement bonus to Charisma. This bonus increases to +4 at 8th level and +6 at 15th level.

Fox: The creature gains a +4 competence bonus on Bluff checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Frilled Lizard: The creature gains a +4 competence bonus on Intimidate checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Octopus: The creature gains a +4 competence bonus on Escape Artist checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Raccoon: The creature gains a +4 competence bonus on Sleight of Hand checks. This bonus increases to +6 at 8th level and +8 at 15th level.

Songbird: The creature gains a +4 competence bonus on Perform checks. This bonus increases to +6 at 8th level and +8 at 15th level.

This ability alters animal focus.

Subtle Companion (Su): At 2nd level, a courtly hunter can transform her animal companion into a similar Tiny animal to allow it hide easily or even blend in and act as a spy. For instance, a tiger could be transformed into a housecat, a wolf could be transformed into a Tiny dog, a dire bat could be transformed into a Tiny flying fox, and so on. This functions as a polymorph effect, and the animal companion gains a +2 size bonus to Dexterity and a –4 size penalty to Strength (use the polymorph table on page 212 of the *Pathfinder RPG Core Rulebook* to adjust its ability score if the animal companion is larger than Medium). As a standard action, the courtly hunter can touch her animal companion to transform it.

This ability replaces precise companion.

Skill Bond (Ex): At 3rd level, a courtly hunter's animal companion gains the courtly hunter's class skills as class skills. Her animal companion can use the courtly hunter's skill ranks in a skill in place of its own, but only to a maximum of the courtly hunter's hunter level (for instance, if a character had 3 levels in courtly hunter and 5 ranks in Diplomacy, her animal companion could either share 3 ranks with skill bond or use its own ranks, whichever would result in a higher total skill bonus).

This ability replaces hunter tactics and the hunter's bonus teamwork feats.

Alternate Form (Su): At 7th level, the courtly hunter's animal companion learns an additional subtle form. When the courtly hunter gains this ability, she chooses a Tiny animal. When under the effects of the subtle companion ability, the courtly hunter's animal companion can change between a shrunken, more innocuous version of its original shape or the shape of the chosen animal as a standard action. When it transforms, it loses abilities dependent on its original shape and gains abilities from its new shape as *beast shape II*. At 13th and 19th levels, the courtly hunter can select an additional form to add to the animal companion's list of choices while it is in its polymorphed form.

This ability replaces bonus tricks.

Roof Runner (Hunter Archetype)

Roof runners are skilled ambushers, skirmishers, and spies who eschew heavier types of armor in order to remain light on their feet. They lurk in the shadows of the rooftops to find people or houses to rob, though some use their specialized skills for nobler purposes.

Skilled (Ex): A roof runner adds Acrobatics, Escape Artist, and Sleight of Hand to her list of class skills.

This alters the hunter's class skills and replaces the hunter's proficiency with medium armor and shields.

Natural Leaper (Ex): At 2nd level, a roof runner adds half her hunter level on Acrobatics checks to jump.

This ability replaces track.

Shingle Stride (Ex): At 5th level, a roof runner and her animal companion can move at full speed without penalty when using Acrobatics to cross narrow or uneven surfaces, and climb at half speed (instead of one-quarter speed) without taking the –5 penalty.

This ability replaces woodland stride.

Alley Ghost (Ex): At 8th level, a roof runner gains the benefits of the fast stealth rogue talent.

This ability replaces swift tracker.

Master Climber (Ex): At 20th level, a roof runner gains a climb speed equal to her base land speed, instead of being able to move at full speed while tracking.

This ability alters master hunter.

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New Wild Talents (Kineticist)

While many kineticists specialize in blasting their foes, some of a kineticist's powers are quite useful in an intrigue-based game, particularly the following five wild talents.

Earthmeld

Element earth; **Type** utility (Sp); **Level** 4; **Burn** 0

Prerequisite earth climb

You meld a creature into stone, where it can listen to conversations without being detected. This functions as the *meld into stone* spell, except it can work on any willing creature, not just you, and it lasts for 10 minutes per kineticist level or until you use earthmeld again. The melded creature, not you, decides when to step out of the stone. You can accept 1 point of burn to increase the duration of an earthmeld until the next time you recover burn. Such increased earthmelds don't end if you use earthmeld again, allowing you to maintain multiple earthmelds.

Flame Trap

Element fire; **Type** utility (Sp); **Level** 2; **Burn** 0

You lay a fiery trap on a container, ensuring the destruction of sensitive documents while punishing those who would steal your secrets. In order to weave the trap, you must spend 10 minutes in contact with the container you wish to trap. At the end of that time, the container is trapped until the next time you use this wild talent or until it triggers. Any creature other than you who opens the container takes damage as from your fire blast (or blue flame blast, if you have it). The damage affects the creature automatically if it is touching the container, but if it opens the container from within 30 feet, it can attempt a Reflex save to negate the damage, and if it opens the container from farther still, it takes no damage. Whether or not the creature that opened the container takes damage, your kinetic blast damage also affects any items within the container that you choose, as well as the container, if you wish it, and leaves all other items undamaged. This counts as a magical trap with a Perception and Disable Device DC equal to 10 + your kineticist level + your Dexterity modifier. You can accept 1 point of burn when using flame trap to make a new trap without dismissing any previous traps. If you do, the trap lasts until the next time you recover burn.

Touchsight, Spying

Element aether; **Type** utility (Sp); **Level** 4; **Burn** 0

Prerequisite touchsight

You attach a sticky strand of invisible aether to a target and then project your senses along the strand, allowing you to spy on that target. Attaching the strand of aether requires a ranged touch attack, but if you activate this ability while your target is under the effect of your touchsight, you can use the strands from your touchsight instead. Once you have activated spying touchsight, you can concentrate on it to spy on your target with any of your five senses (though your own body no longer benefits from the senses you project); the strand lasts as long you concentrate, though you can switch which senses you are projecting each round. A creature using *see invisibility* or a similar effect can notice the trailing strand of aether and follow it back to you. A creature can break your spying touchsight by dispelling it, but otherwise, the only way to break the strand is if one of you uses a teleportation effect, moves more than 1 mile from the other, or is completely blocked from the other in all directions (such as if one of you were inside a *telekinetic sphere*).

Voice of the Wind, Greater

Element air; **Type** utility (Sp); **Level** 2; **Burn** 0

Prerequisite voice of the wind

Your voice of the wind ability gains both power and finesse. You can use voice of the wind to create unusual sounds, as *ghost sound*, to throw your voice, as *ventriloquism*, and even to alter your voice, as *vocal alteration*[UM]. You can send messages at a much greater distance than before and at a faster rate. When using voice of the wind's *whispering wind* effect, you can choose to have the wind rise high into the sky, where it can gust at 50 miles per hour before descending to deliver the message. While the gust is still small, abnormal wind that fast is noticeable, unlike the normal gentle zephyr from *whispering wind*. If you choose to use the faster gust, you can deliver a message as far as 50 miles per kineticist level, instead of 1 mile per kineticist level.

Watersense, Greater

Element water; **Type** utility (Su); **Level** 5; **Burn** 0

Prerequisite watersense

You project your watersense outward through the tides and water around you, allowing you to spy on others at a distance. You can take 10 minutes to project your senses, choosing a location within 480 feet that is connected to your current location via the same continuous body of water, or you can take 1 hour to attempt to spy on a specific creature within 1 mile per kineticist level that is visible from a location connected to your current location via the same continuous body of water. In the latter case, the creature receives a Will save as per *scrying* (including bonuses and penalties based on connection and knowledge); a target that saves is immune to your greater watersense for 24 hours. In either case, an extremely thin funnel of water, lasting for 1 minute per kineticist level, carries light and sound to your location, where your target area or location appears in the water next to you and you can view it as if through a *scrying* sensor, allowing you to both see and hear the area immediately surrounding the other end of the funnel. In the case of a distance greater than 480 feet, the sound comes 1 round later than its corresponding visual information for every mile away you are (for instance, if you were 5 miles away, you would see your target start talking 5 rounds before you heard what it said). When you are tracking a creature, the funnel moves as best it can through the water to follow that creature, up to 150 feet per round, but the target can escape by simply moving away from the water. If you also possess the voice of the wind wild talent, you can use its *message* effect to send your voice through the funnel with a delay of 1 round per mile. This wild talent is a divination and scrying effect.

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BLACK ASP (MONK ARCHETYPE)

The black asps are a sinister order of monks who train as assassins and infiltrators with no need for weapons to achieve their goals. Through meditation and study, they learn how to use poison, hide any magics they choose to employ, and even empty their minds of thought to protect themselves from divinations.

Black Asp's Path (Ex): A black asp is trained in the use of poison and cannot accidentally poison himself when applying poison to a weapon or when rolling a natural 1 on an attack roll with a poisoned weapon. At 3rd level, the black asp's ability to use poison improves. He gains Adder Strike[UC] as a bonus feat even if he does not meet the prerequisites.

This ability replaces stunning fist and still mind.

Forbidden Powers (Su): A black asp can select a forbidden ki power in place of any of the following monk class abilities (or as a ki power if he is an unchained monk): slow fall (4th), high jump (5th), wholeness of body (7th), diamond body (11th), abundant step (12th), diamond soul (13th), quivering palm (15th), tongue of the sun and moon (17th), and empty body (19th). If he chooses to do so, he replaces the monk class ability the black asp gives up for the chosen forbidden ki power. The black asp can select any of the following forbidden ki powers.

Black Asp Venom (Su): As a swift action, a black asp with this ki power can poison his unarmed strike or a weapon in his hand. The poison lasts for 1 minute or until expended. A creature damaged by the poisoned weapon is affected as per the *poison* spell. The save DC is equal to 10 + 1/2 the black asp's monk level + his Wisdom modifier. Each use of this ability costs 2 ki points. A black asp must be at least 12th level before selecting this ki power.

Empty Mind (Sp): A black asp with this ki power can choose to lower the number of ki points in his ki pool by 3 when he recovers his ki points for the day. If he does so, he gains the benefits of *mind blank* for 24 hours. A black asp must be at least 16th level and possess the greater hidden magic ki power before selecting this ki power.

Greater Hidden Magic (Sp): As long as he has at least 1 point in his ki pool, all of the black asp's items are constantly under the effects of *magic aura*. As an immediate action, he can spend 2 ki points to cause himself and any magic items he is carrying to appear to be nonmagical (as if he had cast *greater magic aura*; see page 219) for 1 hour per monk level. A black asp must be at least 8th level and possess the hidden magic ki power before selecting this ki power.

Hidden Magic (Sp): As an immediate action, the black asp can spend 1 ki point to hide the auras of all magic items he is carrying (as if they were all under *magic aura*) for 1 hour per monk level.

Shifting Form (Su): As an immediate action, a black asp can spend 1 ki point to make his outline shift and waver for 1 round. This ability otherwise functions as per the spell *blur*.

SAGE COUNSELOR (MONK ARCHETYPE)

Sage counselors are ascetics and mystics who leave the confines of the monastery walls to advise secular people about spiritual truths and to seek knowledge of the outside world. They often find work as mentors teaching religion and martial arts, and some of them even become counselors for people in high places. Sage counselors often speak in metaphors, knowing that indirect persuasion is more effective than speaking plainly, and they use indirect tactics in combat as well.

Class Skills: A sage counselor adds Bluff, Diplomacy, and Knowledge (nobility) to his list of class skills, instead of Climb, Escape Artist, and Perception.

This alters the monk's class skills.

Cunning Fist (Ex): A sage counselor gains Combat Expertise as a bonus feat, even if he doesn't meet the prerequisites, and he can ignore the Intelligence prerequisite on feats that have Combat Expertise as a prerequisite. At 2nd level, he gains Improved Feint, and at 6th level, he gains Greater Feint, even if he doesn't meet the prerequisites.

This ability replaces the bonus feats gained at 1st, 2nd, and 6th levels.

Feinting Flurry: At 4th level, a sage counselor can spend 1 ki point while performing a flurry of blows to feint an opponent as a swift action, but he can't spend 1 ki point to make an additional attack when making a flurry of blows. At 10th level, he can also choose to replace his first attack during a flurry of blows with a feint check.

This ability alters flurry of blows and ki pool, and it replaces the bonus feat gained at 10th level.

Deceptive Ki (Su): At 4th level, the sage counselor can spend 1 point from his ki pool as a swift action to give himself a +4 insight bonus on his next Bluff check. The sage counselor does not gain the ability to spend ki to increase his speed by 20 feet for 1 round.

This ability alters ki pool (and it replaces the ki power gained at 4th level for an unchained monk).

ANCESTRAL ASPIRANT (OCCULTIST ARCHETYPE)

It is common for a noble to possess a deep pride for his family's past, but when such self-importance gives way to obsession, an ancestral aspirant is born. Ancestral aspirants perform all the typical social functions of a noble, but they fill their conversations with stories of the great deeds of their family forebears, and they spend their nights researching old histories and primary sources, hungry for more.

Class Skills: An ancestral aspirant adds Bluff and Knowledge (nobility) to his list of class skills, instead of Knowledge (planes) and Profession.

This alters the occultist's class skills.

Family Jewels: An ancestral aspirant's implements are always objects connected to his family history. One of

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his starting implements must be an implement from the enchantment school.

This ability alters implements.

Emotional Reading (Su): An ancestral aspirant doesn't care much about objects that didn't belong to his ancestors, but he is keenly attuned to his relatives and fellow nobles, allowing him to read the emotions of others. If he spends 1 minute examining a creature, he learns one fact, chosen by the GM, about the creature's current emotions. Since emotional auras are complex, this ability is unlikely to reveal the secret feelings of a professional spy; instead, it only touches upon surface emotions.

This ability replaces object reading.

Courtly Contacts (Su): Ancestral aspirants have contacts among courtly circles rather than otherworldly circles. This works similarly to outside contact except for the following differences: First, he doesn't need to use a magic circle or make a payment (though he still expends 1 point of mental focus from his enchantment implement). Second, he can use those contacts to gather information for him (as per the Diplomacy skill to gather information) without spending the time himself, rather than asking a question and receiving a result similar to a *divination*. He can ask more questions over the same time period at 12th level and every 4 levels thereafter, as normal with outside contact. At 16th level, instead of delivering messages and objects, the courtly contacts can spread vicious rumors and gossip about a target throughout a settlement, causing any creatures in the settlement whose attitude toward the target wasn't helpful to have its attitude toward the target worsened by one step. These baseless rumors last 1 week or until the target spends 8 hours refuting them and succeeds at a Diplomacy check (DC = 10 + the ancestral aspirant's occultist level + his Intelligence modifier).

This ability replaces outside contact.

Secret Broker (Occultist Archetype)

Whether as spymasters, extortionists, political fixers, or puppet masters, secret brokers use their talents with objects to gain information, then leverage that information for their own purposes.

Class Skills: A secret broker adds Bluff and all remaining Knowledge skills to her list of class skills.

This alters the occultist's class skills.

Knowledge Is Power: The secret broker starts play possessing a single divination implement, typically a ledger of secrets. She gains new implements as normal at 2nd level and every 4 levels thereafter, and they can be of any school. A secret broker's third eye resonant power grants an insight bonus on Profession and Sense Motive checks equal to the bonus it grants on Perception checks, and an insight bonus on all Knowledge checks equal to half that bonus. She must select divination with implement mastery.

This ability alters implements and implement mastery.

Broker Secrets (Su): At 2nd level, a secret broker can trade her secrets to another. For the purpose of this ability, an object's secret is composed of pieces of information gained from a single object through object reading, object seer, psychometry, or *read object* that the occultist didn't otherwise know and hasn't shared with another, written somewhere, or otherwise recorded or found a way to recover should she forget them and lose possession of the object. The secret broker can willingly use this ability in tandem with handing the object over to another creature in order to transfer the object's secret to that creature. The secret broker forgets the object's secret and the creature instantly learns the object's secret.

The secret broker can also destroy an object to remove his memory of the object's secret without transferring it to another. In either case, any onlookers who understand what the secret broker is doing, and the recipient in the case of a transfer, can intrinsically tell that the secret broker has used this ability rather than simply sharing the memory through other means or destroying the object but keeping its secret.

This ability replaces magic item skill.

Share Memory (Sp): At 4th level, a secret broker learns to use her knowledge transference powers more flexibly, allowing her to use *share memory*[UM] at will, but only with willing targets.

This ability replaces shift focus.

Steal Secret (Sp): At 8th level, a secret broker learns how to steal a secret from an unwilling target. This works as her share memory ability, except it allows her to access memories from unwilling targets. A target that succeeds at its saving throw against a secret broker's steal secret ability is forever after immune to that secret broker's steal secret ability.

This ability replaces magic circles.

Erase Secret (Sp): At 12th level, a secret broker can expend 1 point of mental focus from her divination implement in order to erase a fact from someone's mind by touch. This works similarly to *modify memory* to erase the memory of an event, except the effect is instantaneous and leaves no magical trace (it can still be removed by *break enchantment*, *psychic surgery*[OA],

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limited wish, *miracle*, or *wish*) and the secret broker can remove only one fact, such as "The queen and the general are having an affair" rather than a 5-minute event. Erasing the memory of a fact does not prevent the target from learning the fact again, or even potentially from deducing the fact again from evidence, given time.

This ability replaces binding circles.

Purge Secret (Sp): At 16th level, a secret broker can expend 3 points of mental focus from her divination implement to apply her erase secret ability to up to one creature per level within 30 feet of her. This ability replaces fast circles.

INTRIGUE (ORACLE MYSTERY)

Deities: Calistria, Norgorber

Class Skills: An oracle with the intrigue mystery adds Bluff, Disguise, Sleight of Hand, and Stealth to her list of class skills.

Bonus Spells: *Charm person* (2nd), *false belief* (4th; see page 214), *suggestion* (6th), *sending* (8th), *true seeing* (10th), *symbol of persuasion* (12th), *greater scrying* (14th), *mind blank* (16th), *overwhelming presence* (18th).

Revelations: An oracle with the intrigue mystery can choose from any of the following revelations.

Assumed Form (Sp): You can change your appearance at will, as *disguise self* with a caster level equal to your oracle level. At 7th level, you can choose to actually transform, which works the same way but counts as a polymorph effect instead of an illusion and doesn't allow a Will save to disbelieve. At 11th level, the ability lasts until you dismiss it or use it again, allowing you to even keep it active while you sleep. At 15th level, when you use this ability as a polymorph effect, you can gain the size bonus to your ability scores and additional racial abilities as if using *alter self*.

Desire Sight (Sp): As a standard action, you can learn the desires of any creature you can see within 100 feet, as if you had concentrated until the third round of *detect desires* (see page 211). As usual for *detect desires*, the target can attempt a Will save to negate the effect. You can use this ability once per day at 1st level, plus one additional time per day at 5th level and for every 5 levels beyond 5th.

Forgotten Presence (Sp): Once per day as an immediate action, you can cause a creature to forget that you were present for the last minute per oracle level, including forgetting all actions you took during that time, unless it succeeds at a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier). Effects such as *modify memory* can restore the lost memories. At 15th level, you can use this ability twice per day. You must be at least 7th level to select this revelation.

Gossip Guru (Sp): You sit in a web of intrigue like a spider, subtly tracing the course of rumors and gossip in order to understand the ties that bind those around you. You can use the *rumormonger* spell (page 224) once per day as a spell-like ability, using your oracle level as your caster level. Each time you do so, it ends the duration of any previous activation. At 11th level, you can use this ability three times per day, and at 15th level, you can use it at will, but regardless, each use still ends the duration of any previous activation. You must be at least 7th level to select this revelation.

Hidden Magic (Su): You gain the Conceal Spell feat as a bonus feat without needing to meet the prerequisites. At 7th level, you can also hide your use of spell trigger items using the Conceal Spell feat, though onlookers receive a +2 bonus on their skill checks to pierce your subterfuge. At 11th level, you can even hide the use of spell completion items using the Conceal Spell feat, though in this case, onlookers receive a +5 bonus on their skill checks to pierce your subterfuge.

Mirrored Retreat (Su): Once per day as a full-round action, your form ripples and releases seven illusory duplicates, as *mirror image*, and then you can move up to your speed in any direction, while the duplicates move in seven other directions. The duplicates continue to retreat in their chosen direction, avoiding walls and other barriers but unable to open doors or interact with objects. The duplicates last for 1 minute per oracle level or until they take damage (they have the same AC as your touch AC and the same Reflex save as you, and they are immune to effects that allow a Fortitude or Will save). You can use this ability an additional time per day at 11th level and every 4 levels thereafter. This is a figment effect. You must be at least 7th level to select this revelation.

Poetic Vengeance (Su): You constantly plot and scheme to take your revenge against those who wrong you. Once per day as an immediate action, after an enemy successfully affects you with an attack (whether with a spell, a physical attack, or any other sort of attack), you can force the enemy to take half the effects of its own attack unless it succeeds on a Will save (DC 10 + 1/2 your oracle level + your Charisma modifier). Any damage from the attack is halved, and non-damaging effects have a 50% chance to apply. If the non-damaging effect has a DC, the enemy receives a saving throw against it, at either the DC of the original effect or the DC of this ability, whichever is lower. At 10th level, you can use this ability twice per day, and at 20th level you can use it three times per day.

Tracer Touch (Sp): Once per day, you can touch a creature or object and plant a scrying sensor on it, as if you had cast *vicarious view* (see page 229). At 15th level, you can use this ability twice per day. You must be at least 11th level to select this revelation.

Veiled Venom (Sp): The powers of intrigue veil your poisons and magic items from magical scrutiny. As a standard action, you can touch an object, granting it the benefits of the spells *magic aura* and *obscure poison* (see page 220). You can use this ability at will, but each time you do, the effects of any previous use end.

Whispered Glimpses (Su): The whispers of intrigue sing to you with glimpses of insight into others' presence and

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motives, granting you greater awareness than your own senses could manage. You can add your Charisma modifier instead of your Wisdom bonus on Perception and Sense Motive checks.

Final Revelation: Upon reaching 20th level, you become a master of intrigue. You can apply Silent Spell or Still Spell to any spell you cast without increasing the level or casting time. You do not need to possess these feats to use this ability.

Gray Paladin (Paladin Archetype)

Gray paladins have discovered that in a world of intrigue, a strict code of honor hinders their options. Their divergence from the paladin's normal code still drains them, but somehow, they have found a way to avoid losing all of their powers.

Alignment: A gray paladin can be lawful good, lawful neutral, or neutral good, though she must still follow a lawful good, neutral good, or lawful neutral deity.

This alters the paladin's alignment restrictions.

Class Skills: A gray paladin adds Bluff, Disguise, and Intimidate to her list of class skills.

This alters the paladin's class skills.

Weakened Grace: A gray paladin's loosened code weakens her connection to the power that grants her paladin abilities. She gains her first use of smite evil at 2nd level, instead of 1st, though she still gains further uses of smite evil at the rate listed on Table 3–11 of the *Core Rulebook*. She never gains the aura of good or divine grace class features. Her aura of courage does not make her immune to fear, her aura of resolve does not make her immune to charms, and her aura of righteousness does not make her immune to compulsions.

This ability alters smite evil, aura of courage, aura of resolve, and aura of righteousness, and it replaces aura of good and divine grace.

Code of Conduct: A gray paladin must be of lawful good, lawful neutral, or neutral good alignment and loses all class features except proficiencies if she ever willingly commits an evil act (for example, casting a spell with the evil descriptor). She should strive to act with honor and uphold the tenets of her faith, but failing to do so is not a violation of her code, and other than evil actions, she can do whatever else she feels is necessary to uphold the causes of law and good.

This ability replaces the paladin's code of conduct and associated abilities and alters the section on ex-paladins.

Enhanced Health (Ex): At 3rd level, a gray paladin is far less a stranger to poisons than a normal paladin. She gains a +4 sacred bonus on all saving throws against poisons and diseases.

This ability replaces divine health.

Smite Foe (Su): At 4th level, a gray paladin can spend two uses of smite evil in order to smite a nongood creature that is not evil and gain her full benefits. The gray paladin must truly believe that the creature she smites is an opponent to the cause of good. Even if this nonevil foe is an outsider, undead, or dragon, she doesn't add increased damage to her first attack.

This ability replaces channel positive energy and alters smite evil.

Aura of Subtlety (Sp, Su): At 11th level, a gray paladin learns how to protect herself from detection. She and her allies within 10 feet gain a +4 morale bonus on saving throws against divination effects. Furthermore, casters of divinations that target the gray paladin or her nearby allies must succeed at a caster level check as though the gray paladin and her nearby allies were under the effect of a *nondetection* spell cast by the gray paladin, with a caster level equal to the gray paladin's paladin level.

This ability functions while the gray paladin is conscious and while she is sleeping, but not if she is unconscious for any other reason, or dead.

This ability replaces aura of justice.

Velvet Blade (Slayer Archetype)

Velvet blades specialize in infiltrating the upper echelons of society, mingling with nobles and courtiers, and killing them. Velvet blades are often born into the aristocracy, with an intricate understanding of the inner workings of upper-class society. Though a few velvet blades are unhinged maniacs who enjoy preying on their peers, most of these well-heeled slayers assume a professional demeanor and hire themselves out to other nobles or well-connected criminal organizations.

Class Skills: A velvet blade adds Diplomacy and Knowledge (nobility) to her list of class skills, instead of Knowledge (dungeoneering).

This alters the slayer's class skills.

Armor Proficiency: A velvet blade is not proficient with medium armor or shields.

This alters the slayer's armor proficiency.

Studied Socialite (Ex): A velvet blade focuses her studies on social infiltration rather than brute force, believing it is easier to kill an opponent quietly and unprepared than in a loud battle. She adds her studied target bonus on Bluff, Diplomacy, Disguise, Intimidate, Knowledge, Perception, Sense Motive, Stealth, and Survival checks against studied opponents, as well as to the DCs of slayer class abilities she uses against such opponents. She never gains a bonus on weapon attack and damage rolls from her studied target ability.

This ability alters studied target.

Courtly Graces (Ex): A velvet blade spends long hours memorizing etiquette and family lineages of royalty and other prominent families. She gains a bonus on Knowledge (nobility checks) equal to half her slayer level (minimum +1).

This ability replaces track.

Treacherous Blade (Ex): At 7th level, a velvet blade can capitalize on how others underestimate her and allow her close to them, assuming she is harmless. She gains the

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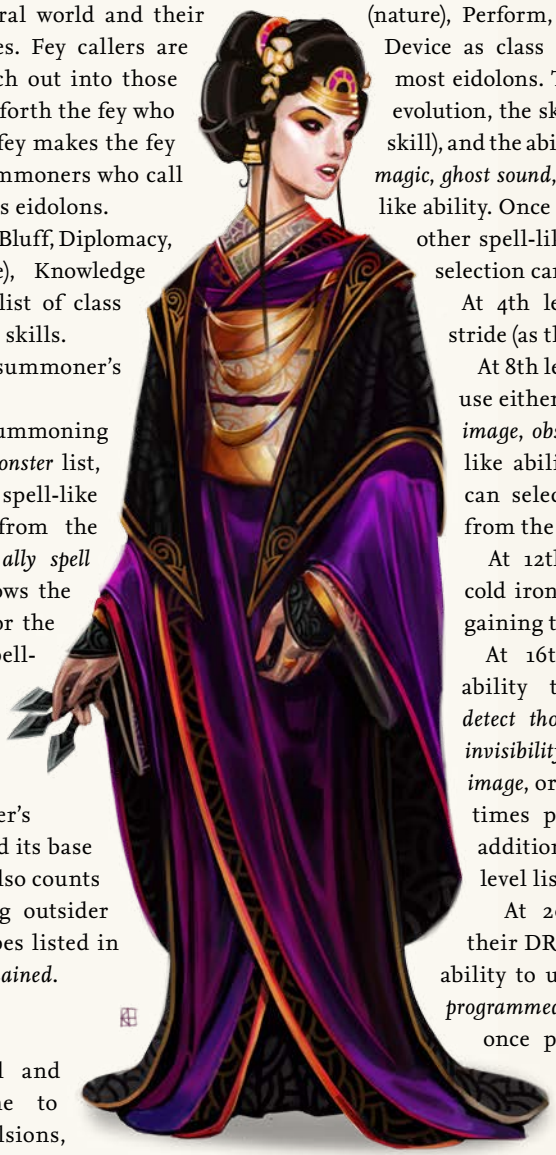
Betrayer[UC] feat as a bonus feat, whether or not she meets the prerequisites. Additionally, when making her first attack against a studied target that believes her to be harmless or to be an ally, the attack counts as a sneak attack, even if the target isn't flanked or denied its Dexterity bonus to AC, and the velvet blade gains +2d6 sneak attack damage, increasing by 1d6 at 10th level and every 5 levels thereafter. Even if she immediately attacks the target again (such as by continuing a full attack), only the first attack gains these benefits, since the target immediately realizes the velvet blade is something more than she seemed.

Silent Dispatch (Ex): At 11th level, a velvet blade becomes adept at taking out her targets quietly. She gains the silent dispatch vigilante talent without meeting the talent's prerequisites.

This ability replaces swift tracker.

FEY CALLER (UNCHAINED SUMMONER ARCHETYPE)

The strange creatures known as fey hail from a variety of places, including the natural world and their own domains on other planes. Fey callers are summoners whose voices reach out into those strange faerie realms and call forth the fey who dwell there. The touch of the fey makes the fey caller different from those summoners who call other outsiders to their sides as eidolons.



Class Skills: A fey caller adds Bluff, Diplomacy, Disguise, Knowledge (nature), Knowledge (planes), and Survival to his list of class skills, instead of all Knowledge skills.

This alters the unchained summoner's class skills.

Nature's Call: Instead of summoning creatures from the *summon monster* list, the fey caller's summoning spell-like ability summons creatures from the list for the *summon nature's ally spell* of the same level. It still follows the other rules and restrictions for the summoner's *summon monster* spell-like ability.

This ability alters the summoner's *summon monster* spell-like ability.

Fey Eidolon: A fey caller's eidolon is still an outsider, and its base statistics don't change, but it also counts as a fey. It has the following outsider type, instead of one of the types listed in *Pathfinder RPG Pathfinder Unchained*.

Fey Eidolons

Fey eidolons are whimsical and mysterious creatures, prone to flights of fancy, odd compulsions, and alien humor. While some creatures from the faerie realms have truly unusual shapes, the ones close enough to the human mind to serve as eidolons tend to look like idealized humanoids with unusual features that set them apart, such as pointed ears or gossamer wings.

Fey eidolons usually choose to bond with mortals for their own mysterious reasons that vary as much as their disparate temperaments; occasionally, their need may be immediate, such as when a dryad whose tree is dying decides to bond with a summoner instead and become something new. On the other hand, a redcap just looking for bloodshed might connect with an equally sadistic summoner. Whatever their reasons, they tend to have strong bonds of loyalty to their summoners entangled with equally strong emotional attachments, even evil fey eidolons.

Alignment: Any. Fey eidolons don't have alignment subtypes.

Base Form: Biped (limbs [arms], limbs [legs]).

Base Evolutions: Starting at 1st level, fey eidolons gain Acrobatics, Diplomacy, Disguise, Escape Artist, Knowledge (nature), Perform, Sleight of Hand, and Use Magic Device as class skills instead of those gained by most eidolons. They also gain the low-light vision evolution, the skilled evolution (selecting one class skill), and the ability to use either *dancing lights*, *detect magic*, *ghost sound*, or *prestidigitation* at will as a spell-like ability. Once the summoner selects this and any other spell-like abilities for his fey eidolon, the selection cannot be changed.

At 4th level, fey eidolons gain woodland stride (as the druid ability).

At 8th level, fey eidolons gain the ability to use either *charm person*, *entangle*, *grease*, *silent image*, *obscuring mist*, or *vanish*[APG] as a spell-like ability three times per day, and they can select an additional spell-like ability from the 1st-level list.

At 12th level, fey eidolons gain DR 5/cold iron. They also grow gossamer wings, gaining the flight evolution.

At 16th level, fey eidolons gain the ability to use either *blindness/deafness*, *detect thoughts*, *glitterdust*, *hideous laughter*, *invisibility* (self only), *minor image*, *mirror image*, or *tongues* as a spell-like ability three times per day. They also can select an additional spell-like ability from the 1st-level list or the 8th-level list.

At 20th level, fey eidolons increase their DR to DR 10/cold iron. They gain the ability to use either *mass suggestion*, *mislead*, *programmed image*, or *veil* as a spell-like ability once per day. They also can select an additional spell-like ability from the 1st-level list, the 8th-level list, or the 16th-level list.

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2 Feats

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I still don't understand why you bother." Meligaster swung his watch back and forth in a shining arc. The ettin's left head drooled, its blank eyes focused on the tiny pendulum. "You could crush this thing's mind and ride the beast like an elephant through the city, yet you play songs for it instead, like some common jester."

Lem stopped playing and raised an eyebrow. "There's nothing common about my jesting, brother. Besides, friends serve better than slaves. And are less likely to eat you when your spells run out."

"More songs!" the ettin's right head bellowed happily. "Little man make pretty mouth-noises!"

Lem grinned. "You said it, big guy." He blew a quick trill. "Now, wouldn't you like to help us with those pesky goblins?"

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Feats

Feats represent special abilities that characters acquire though training, luck, or a quirk of birth.

Types of Feats

Though most of the feats presented in this chapter are general and have no special rules governing them, some feats belong to a type or types of feats that share special rules. A feat's types appear in parentheses after the feat's name. This chapter features the following types of feats.

Combat Feats

Feats designated as combat feats often grant characters new options to use in combat. Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Critical Feats

Critical feats modify the effects of a critical hit by inflicting an additional condition on the victim of the critical hit. Characters without the Critical Mastery feat can apply the effects of only one critical feat to an individual critical hit. Characters with multiple critical feats can decide which feat to apply after the critical hit has been confirmed.

Metamagic Feats

Metamagic feats allow spellcasters to modify and change their spells, granting the spells new powers and effects. Such spells generally take up a higher-level spell slot than the normal spell. For complete rules on how to apply metamagic feats to spells, see page 112 of the *Pathfinder RPG Core Rulebook*.

Panache Feats

Panache feats interact with the swashbuckler's panache class feature (*Pathfinder RPG Advanced Class Guide* 56) or the panache granted by the Amateur Swashbuckler feat (*Advanced Class Guide* 141). Swashbucklers can take panache feats as bonus feats.

Style Feats

Style feats were first introduced in *Pathfinder RPG Ultimate Combat*. The style feats presented in this chapter are based on a number of styles more fitting to urban settings and intrigue-based campaigns.

As a swift action, you can enter the stance employed by the fighting style that a style feat embodies. Although you cannot use a style feat before combat begins, the style you are in persists until you take a swift action to switch styles or the combat encounter ends, whichever occurs first. You can use a feat that has a style feat as a prerequisite only while you are in the stance of the associated style.

The new style feats are listed below, along with associated combat feats that require the style feat as a prerequisite.

Fox Style: This crafty style improves its practitioners' chances to feint and to avoid sneaky tactics employed by their foes, and also expands their ability to deploy other devious and dirty tricks.

Feat Path: Fox Style, Fox Insight, Fox Trickery.

Owl Style: This style takes advantage of basic training in skills that affect movement to enhance those skills through combat ability.

Feat Path: Owl Style, Owl Swoop, Owl Dive.

Street Style: A practitioner of this creative unarmed combat style takes advantage of urban environments to bash foes against brick walls, drag them over rough cobblestones, and impale them on fence posts and other sharp-edged objects.

Feat Path: Street Style, Street Sweep, Street Carnage.

Teamwork Feats

Teamwork feats grant significant bonuses, but they function only under specific circumstances. In most cases, these feats require an ally with the same feat to have a specific position on the battlefield. Teamwork feats provide their benefits only if the given conditions are met. Allies who are paralyzed, stunned, unconscious, or otherwise unable to act don't count for the purposes of these feats. Cavaliers, hunters, and inquisitors have special class abilities that allow them to use teamwork feats even if their allies don't have those feats.

Feat Descriptions

The feats in this chapter are summarized on Table 2–1: Feats on pages 78–80. The prerequisites and benefits of the feats listed in this table are abbreviated for ease of reference. See the feats' descriptions for full details.

All feat descriptions use the following format.

Feat Name: This line indicates the feat's name as well as the feat types, if any, the feat belongs to, and is followed by a basic description of what the feat does.

Prerequisites: This entry lists the required minimum ability score, feats, minimum base attack bonus, or minimum number of skill ranks, in addition to anything else required in order to take the feat. This entry is absent if a feat has no prerequisites. A feat can have more than one prerequisite. Prerequisites from this book, such as classes, class abilities, and feats, are marked with a dagger ("†").

Benefit: This entry describes what a feat enables the character ("you" in the feat description) to do. If a character takes the same feat more than once, its benefits don't stack unless indicated otherwise in its description.

Normal: This entry states what a character who doesn't have this feat is limited to or restricted from doing. It is typically included only when a feat interacts with rules systems in an unusual way.

Special: Additional unusual facts about the feat, if any, appear here.

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Acrobatic Spellcaster (Combat)

Your skillful movements prevent foes from disrupting your spells.

Prerequisites: Combat Casting, Skill Focus (Acrobatics).

Benefit: When you succeed at an Acrobatics check to move through a threatened square without provoking attacks of opportunity or to move through an enemy's space, creatures denied attacks of opportunity by your Acrobatics check also cannot make attacks of opportunity against you when you cast spells for the remainder of your turn.

Normal: Casting a spell within an enemy's reach provokes attacks of opportunity even after you succeed at an Acrobatics check to move through a threatened square.

Agent of Fear

You inspire fear so powerful that it's hard to shake off.

Prerequisites: Persuasive, frightening appearance† class feature.

Benefit: When you target a creature with your frightening appearance or stunning appearance class feature, it does not become immune to the effects of those features for 24 hours, but does gain a +2 bonus on the saving throws against those class features for 24 hours. This bonus stacks with itself if you use those abilities against the same creature multiple times in the same 24-hour period. Because these abilities alert the creature to your presence, you still can't use them on the creature again until after the end of that specific combat.

Normal: A creature targeted by frightening appearance or stunning appearance becomes immune to the feature's effect for 24 hours.

Betrayal Sense (Combat)

You can sense betrayal and intrigue as well as physical traps.

Prerequisites: Wis 13, rogue level 3rd, trap sense class feature.

Benefit: You gain a bonus on Perception checks to pierce another creature's disguise and Sense Motive checks to avoid being surprised by an attack. These bonuses are equal to the bonus you gain from trap sense.

Blustering Bluff

You can verbally bully others into believing unlikely or outrageous lies.

Prerequisites: Cha 13, Bluff 1 rank, Intimidate 1 rank.

Benefit: When using Bluff to fool a foe, you can bully that person to reduce the penalty for telling an unlikely or far-fetched lie by 5. If you do so and your check would not have succeeded otherwise, after 1d6×10 minutes, the person you fooled realizes you bullied him into believing a lie, treats you as unfriendly, and might report you or take other actions against you.

Normal: The penalty for telling unlikely lies is –5, and the penalty for telling far-fetched lies is –10.

Brilliant Planner

Your experience and intellect enable you to create prescient plans and contingencies.

Prerequisites: Int 13, character level 5th.

Benefit: You can prepare for future contingencies without defining what those preparations are until they are relevant. As a part of this preparation, while in a settlement for at least 24 hours, you can take 8 hours and spend up to 50 gp per character level, which becomes your brilliant plan fund. While you have a brilliant plan pending, you are always treated as carrying 20 additional pounds of weight, even before you define your brilliant plan.

Once per day, you can take 10 minutes to enact a brilliant plan, withdrawing an item that would have been available

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Table 2-1: Feats

Feats	Prerequisites	Benefits
Acrobatic Spellcaster*	Combat Casting, Skill Focus (Acrobatics)	Avoid attacks of opportunity from casting with Acrobatics
Agent of Fear	Persuasive, frightening appearance† class feature	Target a creature more often with appearances
Betrayal Sense*	Wis 13, rogue level 3rd, trap sense class feature	Apply trap sense on checks to see through disguises and avoid surprise attacks
Blustering Bluff	Cha 13, Bluff 1 rank, Intimidate 1 rank	Bully people into believing your Bluff
Brilliant Planner	Int 13, character level 5th	Use gold to fund unspecified plans
Brilliant Spell Preparation	Int 13, ability to prepare 3rd-level spells	Prepare spells faster in a reserved slot
But a Scratch*	Cha 13, Bluff 4 ranks	Demoralize foes by playing down a mighty blow
Call Truce	Cha 15, Persuasive, Diplomacy 5 ranks	Call for a truce in combat
Entreating Critical*	Call Truce†, Critical Focus, base attack bonus +11	Use a critical hit to convince foes to agree to a truce
Careful Flyer	Acrobatic, Fly 5 ranks	Avoid Fly checks and attacks of opportunity when flying slowly
Careful Sneak	Dex 13, Stealth 3 ranks	Use Stealth slowly without penalty from most armor
Exquisite Sneak	Dex 15, Careful Sneak†, Stealth 6 ranks	Use Stealth without penalty from most armor
Cartogramancer	Knowledge (geography) 10 ranks, ability to cast *greater teleport*	Use Knowledge to find a destination for *greater teleport*
Planar Wanderer	Cartogramancer†, Knowledge (planes) 10 ranks, ability to cast *plane shift*	Arrive more accurately with *plane shift*
Cat and Mouse*	Bluff 5 ranks, Sense Motive 5 ranks, opportune parry and riposte[ACG] deed	Hold your riposte to gain an advantage
Cat's Fall	Dex 13, Acrobatics 1 rank	Take less damage when falling and always land on your feet
Circuitous Shot*	Dex 19, Blind-Fight, Improved Precise Shot, Precise Shot, Point-Blank Shot, base attack bonus +11	Bounce ranged attacks to avoid total cover
Clambering Escape*	Int 13, Combat Expertise, Improved Reposition[APG], evasion class feature	After evading, reposition a foe into a blast
Conceal Spell	Deceitful, Bluff 1 rank, Disguise 1 rank, Sleight of Hand 1 rank	Conceal evidence of spellcasting
Improved Conceal Spell	Conceal Spell†, Bluff 5 ranks, Disguise 5 ranks, Sleight of Hand 10 ranks, ability to cast 3rd level spells or use a 3rd-level spell-like ability	Hide powerful spells more easily
Confabulist	Bluff 9 ranks, Sense Motive 9 ranks	Follow a failed lie with another lie
Criminal Reputation	Diplomacy 5 ranks, Intimidate 5 ranks	Influence criminals more easily
Cutting Humiliation	Persuasive, Intimidate 5 ranks	Humiliate someone to weaken Charisma-based checks
Darkness Trick	Use Magic Device 5 ranks, ability to cast *darkness*	Deactivate a magic weapon's light
Deft Catcher	Skill Focus (Sleight of Hand)	Use Sleight of Hand to avoid dropping an item
Drunkard's Recovery	Con 13	Alcohol automatically stabilizes you
Expeditious Sleuth	Perception 3 ranks, inspiration[ACG] or lore master class feature	Search faster and gain a +2 bonus when you take 20
Extra Contingency	Character level 19th	Have two active *contingency* effects
Eye for Ingredients	Eschew Materials, Appraise 6 ranks, Spellcraft 6 ranks	Save money buying material components
Feign Curse	Deceitful, Bluff 5 ranks, Spellcraft 1 rank	Trick an enemy into thinking she's cursed
Fencing Grace*	Dex 13, Weapon Finesse, Weapon Focus (rapier)	Use Dexterity on rapier damage rolls
Fey Spell Lore	Cha 13, Spellcraft 1 rank, ability to cast druid spells	Add fey-themed spells to your druid spell list
Fey Spell Versatility	Cha 13, Spellcraft 1 rank, ability to cast ranger spells	Add enchantments, illusions, or curses to your ranger spell list
Fool Magic	Deceitful, Disguise 1 rank, Use Magic Device 1 rank	Use Disguise to fool magic items
Gaze Reflection	Spellcraft 10 ranks, bold stare[OA] and mesmerist tricks[OA] class features	Use your stare to ignore or reflect gaze attacks
Graceful Steal*	Dex 13, Agile Maneuvers, Improved Steal[APG], Sleight of Hand 3 ranks	Steal outside of combat and from containers
Improved Bravery*	Cha 13, bravery class feature	Bravery applies against all mind-affecting effects
Incite Paranoia*	Int 13, Combat Expertise, Deceitful, Greater Feint, Improved Feint, base attack bonus +6	Ruin your foes' teamwork and spread doubt among them
Insightful Advice	Perform (oratory) 3 ranks	Aid allies all day long
Inspiring Bravery*	Cha 13, bravery class feature	Grant your bravery to allies within 30 feet

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Feats	Prerequisites	Benefits
Inspiring Mentor	Cha 13, inspire competence bardic performance	Inspire competence affects allies within 30 feet
Omnipresent Mentor	Cha 17, Inspiring Mentor†	Inspire competence affects one ally for 24 hours
Intoxicating Flattery	Deceitful, Bluff 5 ranks	Flatter someone to weaken Wisdom-based checks
Ironclad Logic	Int 19, Diplomacy 3 ranks	Gain a +4 bonus on Diplomacy checks and use Intelligence in verbal duels
Play to the Crowd	Ironclad Logic†, Diplomacy 5 ranks, Sense Motive 5 ranks	Learn biases to assist your Diplomacy
Legendary Influence	Lesser spirit power[OA] class feature	Gain a different feat from each legend
Improved Legendary Influence	Legendary Influence†, propitiation[OA] class feature	Gain two different feats from each legend
Manipulative Agility	Bluff 1 rank, Sleight of Hand 1 rank	Use Sleight of Hand for body-language Bluffs
Martial Dominance*	Base attack bonus +5, Intimidate 1 rank	Intimidate with martial training and on critical hits
Misdirection Tactics*	Int 13, Combat Expertise, Deceitful, Bluff 4 ranks	While using total defense, use Bluff to negate a hit
Misdirection Redirection	Misdirection Tactics†, Bluff 10 ranks	When using Misdirection Tactics, redirect attack to another creature
Misdirection Attack*	Misdirection Redirection†, Misdirection Tactics†	When using Misdirection Tactics, attacker provokes an attack of opportunity
Nerve-Racking Negotiator	Persuasive	Target of Intimidate doesn't turn against you later
Threatening Negotiator	Nerve-Racking Negotiator†, Persuasive, Skill Focus (Intimidate)	Increases Intimidate's duration to 2d6 hours
Notorious Vigilante*	Dazzling Display, Weapon Focus, any nongood alignment, great renown social talent†, proficiency with chosen weapon	Use Dazzling Display as a standard action based on your reputation alone
Ostentatious Rager*	Intimidate 5 ranks, rage class feature	Rage as a performance for money or to distract enemies
Persuasive Bribery	Persuasive	Bribe effectively and without offending others
Piercing Grapple*	Dex 13, Improved Grapple, Improved Unarmed Strike, Quick Draw, Intimidate 7 ranks	Impale a foe while grappling
Quick Favor	Persuasive	Follow up quickly on gather information 1/day
Quick Study*	Int 13, bravery +3, fighter level 10th	Study with an ally to learn a combat feat
Quiet Death*	Dex 19, Stealth 10 ranks, rogue level 10th	Drop your foes before they make a sound
Ranged Disable	Far Shot, Point-Blank Shot, Weapon Focus, Disable Device 9 ranks	Use a ranged weapon for Disable Device
Ranged Feint*	Base attack bonus +2, Bluff 3 ranks	Feint with a ranged weapon
Read Spell Traces	—	Learn more from magic auras
Ready for Anything*	Alertness, Improved Initiative, Lightning Reflexes, Quick Draw, base attack bonus +6 or uncanny dodge class feature	Always act on the surprise round
Cunning Intuition*	Ready for Anything†, base attack bonus +13 or rogue level 13th, Sense Motive 13 ranks	Choose your readied action when it triggers
Sabotage Magic Item	Magical Aptitude, Disable Device 5 ranks, Use Magic Device 5 ranks	Sabotage an item to cause a mishap
Sabotage Specialist	Deft Hands, Disable Device 5 ranks	Items you sabotage fail at a more precise time
Sabotaging Sunder*	Str 13, Improved Sunder, Power Attack, Disable Device 7 ranks	Break objects through sabotage rather than force
Improved Sabotaging Sunder*	Sabotaging Sunder†, Disable Device 9 ranks	Use Sabotaging Sunder on more objects and without provoking attacks of opportunity
Sense Assumptions	Sense Motive 3 ranks	Discern which lies would be unbelievable
Shadows of Fear*	Hidden strike† +2d8 or sneak attack +2d6	Flank a scared creature once per round
Sliding Dash*	Dex 15, Acrobatics 10 ranks or acrobatic charge class feature, Bluff 3 ranks	Charge through a foe for a flank attack
Social Bravery*	Cha 13, bravery class feature	Apply bravery against various social attacks
Starry Grace*	Dex 13, Weapon Finesse, Weapon Focus (starknife)	Use Dexterity on starknife damage rolls
Startling Getaway*	Startling appearance† class feature	Move away after a startling appearance
Street Smarts	—	+2 bonus on Knowledge (local) and Sense Motive checks
City Sprinter	Street Smarts†	Move quickly and safely through urban terrain
Measure Foe*	Street Smarts†, base attack bonus +1	Measure a foe's combat prowess and gain bonuses
Sense Relationships	Street Smarts†	Discern relationship between two people and use it against them

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Feats	Prerequisites	Benefits
Subtle Enchantments	Deceitful, Spell Focus (enchantment)	Victims and observers might not notice your enchantments
Superior Scryer	Spell Focus (divination), the ability to cast at least one spell of the scrying subschool	Improve various effects of scrying spells
Swipe and Stash*	Sleight of Hand 5 ranks	Plant objects on others
Telepathy Tap	Sense Motive 10 ranks, ability to cast *detect thoughts* or *telepathy*[OA] as a spell or spell-like ability or telepathy supernatural ability	Eavesdrop on telepathic communication
True Deception	Cha 17, Disguise 17 ranks, master disguise master ninja trick[UC] or master of disguise advanced rogue talent, ninja level 10th or rogue level 10th	Fool divinations with Disguise
Unimpeachable Honor	Iron Will	+4 bonus to avoid violating beliefs, –4 penalty on attack rolls and damage rolls versus allies
Walking Sleight	Deft Hands, Sleight of Hand 5 ranks	Use Sleight of Hand as a move action or during a move
Willing Accomplice	Cha 13, Bluff 3 ranks, Sense Motive 1 rank	Use Bluff to aid ally's Disguise

Metamagic Feats	Prerequisites	Benefits
Fleeting Spell	—	Dismiss spell more easily
Studied Spell	—	Spell uses Knowledge to bypass racial resistances
Stylized Spell	Bluff 5 ranks, Spellcraft 5 ranks	Spell is difficult to identify and might be mistaken for a similar spell
Tenacious Spell	—	Spell is difficult to dispel and remains for 1d4 rounds

Panache Feats	Prerequisites	Benefits
Enrage Opponent*	Cha 13, Amateur Swashbuckler[ACG] or panache[ACG] class feature, Persuasive	Lower angered opponent's defenses until she attacks you
Lightning Draw*	Quick Draw, swashbuckler initiative[ACG] deed, swashbuckler level 7th	Draw weapons reflexively
Structural Strike*	Knowledge (engineering) 5 ranks, precise strike class feature or precise strike[ACG] deed	Use precise strike against creatures normally immune

Style Feats	Prerequisites	Benefits
Fox Style*	Int 13	Feint and distract with martial training
Fox Insight*	Fox Style†	You are difficult to feint against and demoralize
Fox Trickery*	Combat Expertise, Fox Insight†, Fox Style†, Improved Dirty Trick[APG]	Perform dirty tricks as attacks of opportunity
Owl Style*	Dex 13, Skill Focus (Stealth), Stealth 1 rank	Use Stealth with martial training and charge with Stealth
Owl Swoop*	Dex 15, Owl Style†, Acrobatics 1 rank	Use Acrobatics with martial training and while charging
Owl Dive*	Dex 17, Owl Style†, Owl Swoop†, base attack bonus +7 or monk level 5th, Fly 1 rank	Use Fly with martial training and charge through any creature
Street Style*	Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, base attack bonus +4 or monk level 3rd	Deal extra damage and bull rush in urban areas
Street Sweep*	Street Style†, base attack bonus +6 or monk level 5th	Follow up attack to knock bull-rushed foes prone
Street Carnage*	Street Style†, Street Sweep†, base attack bonus +8 or monk level 7th	Gain ×3 critical multiplier with unarmed strikes

Teamwork Feats	Prerequisites	Benefits
Cooperative Disabling	Disable Device 1 rank, trapfinding class feature	Ally can attempt a second Disable Device check as an immediate action
My Blade Is Yours*	Int 13, Combat Expertise, Sense Motive 3 ranks	Use a weapon special quality from adjacent ally's weapon
Timely Coordination	—	+1 bonus on attack rolls and skill checks for readied actions triggered by allies

* This is a combat feat, and can be selected as a brawler, fighter, gunslinger, swashbuckler, or warpriest bonus feat.

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in a settlement you visited or procuring a mundane service that your character planned ahead of time. Once you enact the plan, subtract the price of the item or service from this feat's fund. Any item procured must weigh 10 pounds or less. Likewise, the GM must approve any nonmagical service you gain by using this feat as being appropriate for the location selected.

Once you have spent all the money in your brilliant plan fund or procured 20 pounds of objects with this feat, you cannot use the feat again until you replenish your brilliant plan fund.

Brilliant Spell Preparation

You have the foresight to prepare just the right spell for the troubles you face.

Prerequisites: Int 13, ability to prepare 3rd-level spells.

Benefit: Select one class for which you prepare spells of 3rd level or higher. Once you select a class, it can't be changed. When you prepare spells for that class, you can leave one spell slot open as a special slot. The slot must be at least 2 levels lower than the highest-level spell you can cast. You can then prepare a spell in this special open slot as a standard action instead of it taking 15 minutes.

Special: You can take this feat multiple times. Each time you do, you can leave an additional special slot open.

But a Scratch (Combat)

Your bravado convinces your enemies that their deadliest attacks are mere trifles, making you seem nigh invulnerable.

Prerequisites: Cha 13, Bluff 4 ranks.

Benefit: When an opponent confirms a critical hit against you with a melee weapon, you can attempt a special Bluff check against that opponent as an immediate action. The DC of this check is the same as the DC to demoralize the opponent with the Intimidate skill. If you are successful, the attacking opponent is shaken for 1 round as if you had successfully demoralized it with Intimidate. Exceeding the DC by 5 or more does not add to the shaken condition's duration. If you fail the special Bluff check granted by this feat, you can attempt it against opponents who saw you attempt the earlier check and fail, but you take a –2 cumulative penalty on that Bluff check and any subsequent Bluff checks attempted in conjunction with this feat against those opponents for 24 hours.

Call Truce

You can passionately entreat your enemies with the aim of making combat unnecessary.

Prerequisites: Cha 15, Persuasive, Diplomacy 5 ranks.

Benefit: While in combat, as a 1-round action (as if it were a spell with a 1-round casting time, *Pathfinder RPG Core Rulebook* 213), you can call for a truce with any creatures that have an Intelligence score of 4 or greater and can understand you. When doing so, you can't be wielding a weapon or threatening implement, such as a charged spell, wand, or anything else the creatures you are entreating might consider threatening. You must also be in plain sight of most the creatures you are entreating.

Once you've called for a truce, if any of your allies attack or take any threatening action against those you are entreating before the start of your next turn, your call is unsuccessful. At the start of your next turn, attempt a single Diplomacy check (DC = 30 + the Charisma modifier of the creature with the highest Charisma modifier in the opposing group). If you are successful, combat ceases for 1 minute, or until any creature in the opposing group is threatened or attacked.

If you fail the check by 5 or more, you cannot use Diplomacy again with any creature you attempted to entreat for 1d4 hours. If anyone in your group instead plans to use the parley to gain a combat advantage, the opponents can attempt a Sense Motive check against each such member of your group to get a hunch, with a DC equal to either 20 or the result of that character's Bluff check, whichever is higher.

Special: If the parley would inherently result in the opponents surrendering or losing, if the opponents are mind-controlled or fanatics, or if there are other appropriate circumstances at the GM's discretion, you might not be able to use this feat. For instance, if the opponents' main advantage over your group comes from a short-duration spell that would end during a parley (see Calling for a Cease-Fire on page 186), you cannot use this feat. Circumstances could potentially increase the check's DC by 5, 10, or even up to 20.

Careful Flyer

You move with ease when you fly at a slower rate.

Prerequisites: Acrobatic, Fly 5 ranks.

Benefit: As long as you take a move action to fly, even when moving less than half your speed, you do not need to succeed at a Fly check to continue flying. When moving less than half your speed in a round, you also gain a +2 bonus on Acrobatics checks to avoid attacks of opportunity and a +2 bonus to your AC against attacks of opportunity you provoke because of movement.

Normal: You must succeed at a Fly check to continue flying unless you move at least half your speed.

Careful Sneak

By taking your time, you negate penalties while sneaking in most armor.

Prerequisites: Dex 13, Stealth 3 ranks.

Benefit: You do not apply the armor check penalty for light and medium armor on Stealth skill checks as long as you move half your speed or less. You still cannot run or charge while using Stealth in this way.

Cartogramancer

You combine your knowledge of geography with the art of teleportation.

Prerequisites: Knowledge (geography) 10 ranks, ability to cast *greater teleport*.

Benefit: If you cast *greater teleport*—or similar teleportation effects that require a reliable description of

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the location—but do not have a reliable description of the destination, you can attempt a DC 25 Knowledge (geography) check prior to casting the spell to gain a reliable description of some location within 100 miles of the destination. If you exceed the DC by 10, you gain a description of some location within 50 miles, and if you succeed the DC by 20, you gain a description of some location within 25 miles. Once you have attempted such a check for a specific location, you cannot attempt it again, and if you attempt to use *greater teleport* elsewhere in the same general area, the result is the same. For instance, if you don't know the location of the villain's castle, you also don't know a location within 100 miles of the stables next to the villain's castle, or within 100 miles of the town half a mile away from the villain's castle.

Cat and Mouse (Combat)

You can forgo an obvious counterstrike against an opponent to better spot breaches in its defenses.

Prerequisites: Bluff 5 ranks, Sense Motive 5 ranks, opportune parry and riposte deed[ACG].

Benefit: When you use the opportune parry and riposte deed to successfully parry an opponent's attack, if you have your immediate action available and choose not to attempt a riposte, you gain a +1 dodge bonus to your AC and a +2 bonus on all combat maneuver checks against the opponent you successfully parried for 1 round.

Cat's Fall

Much like a cat, you can instantly shift your balance when you fall and roll with the impact, avoiding serious injury and landing on your feet.

Prerequisites: Dex 13, Acrobatics 1 rank.

Benefit: When you succeed at a DC 15 Acrobatics skill check to soften a fall, you ignore the first 20 feet of that fall and convert the damage from the next 10 feet of the fall to nonlethal damage. You land on your feet as long as you take less than 20 points of damage from the fall.

Normal: A successful DC 15 Acrobatics check allows you to ignore the first 10 feet fallen, and you fall prone if you take any falling damage.

Circuitous Shot (Combat)

You can bounce ranged attacks off objects to obscure their point of origin and surprise foes.

Prerequisites: Dex 19, Blind-Fight, Improved Precise Shot, Point-Blank Shot, Precise Shot, base attack bonus +11.

Benefit: You can choose to take a –2 penalty on a ranged weapon attack to ricochet it off a stone or metal surface and resolve the attack as if it originated from the chosen ricochet point for the purpose of determining cover (but not for determining concealment). Add the entire distance the weapon or ammunition traveled to determine range penalties for the attack. Bouncing a shot this way can potentially enable you to make ranged attacks against foes who have total cover against you by going around obstacles, but such a foe still has total concealment against your attack.

City Sprinter

You are skilled at moving quickly through forbidding parts of cities.

Prerequisite: Street Smarts†.

Benefit: You do not treat crowds as difficult terrain. You also gain an additional +2 bonus on Acrobatics checks to move along rooftops and on slippery sections of city streets and sewers.

Clambering Escape (Combat)

You can escape an area effect by throwing an enemy in its path to shield yourself.

Prerequisites: Int 13, Combat Expertise, Improved Reposition[APG], evasion class feature.

Benefit: When you successfully use your evasion class feature to avoid taking damage from an effect that allows a Reflex saving throw, you can attempt a special reposition[APG] combat maneuver check against any one foe within reach as an immediate action. If successful, you switch positions with the target of your combat maneuver. If your foe was not initially within range of the effect that you evaded, it must save against the effect as if it had been within the area of effect.

Conceal Spell

You can hide the evidence of spells you cast.

Prerequisites: Deceitful, Bluff 1 rank, Disguise 1 rank, Sleight of Hand 1 rank.

Benefit: When you cast a spell or use a spell-like ability, you can attempt to conceal verbal and somatic components among other speech and gestures, and to conceal the manifestation of casting the spell, so others don't realize you're casting a spell or using a spell-like ability until it is too late. The attempt to hide the spell slows your casting slightly, such that spells that normally take a standard action to cast now take a full-round action, and spells that normally take longer than a standard action take twice as long. (Swift action spells still take a swift action.) To discover your ruse, a creature must succeed at a Perception, Sense Motive, or Spellcraft check (the creature receives an automatic check with whichever of those skills has the highest bonus) against a DC equal to 15 + your number of ranks in Bluff or Disguise (whichever is higher) + your Charisma modifier; the creature gains a bonus on its check equal to the level of the spell or spell-like ability you are concealing.

If your spell has a somatic component, any creature that can see you receives a Perception or Spellcraft check (whichever has the highest bonus) against a DC equal to 15 + your number of ranks in Sleight of Hand + your Dexterity modifier; the creature gains a bonus on its check equal to the level of the spell or spell-like ability you are concealing.

Since you are concealing the spell's manifestation through other actions, others observing you realize you're doing something, even if they don't realize you're casting a spell. If there is a verbal component, they still hear your

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loud, clear voice but don't notice the spell woven within. If an opponent fails its check, your casting also does not provoke attacks of opportunity, and an opponent that fails its check can't use readied actions that depend on realizing that you're casting a spell or using a spell-like ability, or readied actions such as counterspelling that require identifying the spell you're casting. Spells such as *fireball* that create an additional obvious effect (aside from the manifestation of casting that all spells and spell-like abilities share) still create that effect, though it might not be obvious who cast the spell unless it emanates from you.

If a character interacts with you long enough to attempt a Sense Motive check without realizing you have been casting spells, that character can use Sense Motive to gain a hunch that you're behaving unusually.

Confabulist

Sometimes your second attempt at a deception does the trick.

Prerequisites: Bluff 9 ranks, Sense Motive 9 ranks.

Benefit: When you fail to deceive someone with a Bluff check, you can immediately attempt another version of the same basic deception against that creature at a –5 penalty by downplaying the failed Bluff and quickly moving on to another one. You cannot use this ability if the first Bluff was so egregious that further checks would have been impossible (as per the Bluff skill). If you fail the second attempt, you cannot retry the Bluff check and all further attempts to perpetrate that particular deception are impossible.

Normal: When you fail a Bluff check against a creature, that creature is innately suspicious. You take a –10 penalty on future attempts to deceive that creature, or at the GM's discretion, such attempts may be impossible.

Cooperative Disabling (Teamwork)

You are skilled at working with an ally to disable traps.

Prerequisites: Disable Device 1 rank, trapfinding class feature.

Benefit: When you use the Disable Device skill and fail the check against a trap, a single adjacent ally with this feat who is also within reach of the trap can attempt a Disable Device check against the same device as an immediate action. The ally must have remained adjacent throughout the process of disabling the device and must have either aided your Disable Device check or taken no other action. If your ally succeeds at the check, your attempt is considered to be successful. If your ally fails, your attempt is considered to have failed by 5 or more, even if the original check failed by 4 or less.

Criminal Reputation

Your acts of audacious larceny have endeared you to the criminal underworld.

Prerequisites: Diplomacy 5 ranks, Intimidate 5 ranks.

Benefit: You gain a +2 bonus on Diplomacy and Intimidate checks when interacting with criminals, whether they're individual thieves and cutpurses or criminal organizations. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

These bonuses do not stack with those granted by Persuasive, but this feat counts as Persuasive for the purposes of feats and other rules elements with Persuasive as a prerequisite.

Cunning Intuition (Combat)

You can read your foe's body language to gauge your foe and gain an edge in combat.

Prerequisites: Alertness, Improved Initiative, Lightning Reflexes, Quick Draw, Ready for Anything†, base attack bonus +13 or rogue level 13th, Sense Motive 13 ranks.

Benefit: When you ready an action, you do not need to declare what action you will take, only the trigger for that action and an action type (either standard, move, swift, or free). If you choose the standard action type, you can take a move action instead when your readied action triggers. When the condition triggers, you can choose a specific action of the appropriate type to take.

Cutting Humiliation

You know how to cut a foe deeply with humiliation.

Prerequisites: Persuasive, Intimidate 5 ranks.

Benefit: When you successfully demoralize a target by using a verbal Intimidate check in a social situation (rather than an Intimidate check you can make via an ability such as Dazzling Display or Enforcer[APG]), you can instead humiliate the target, causing it to take a –2 penalty on Charisma-based skill checks and Charisma ability checks for 1 hour + 1 additional hour for every 5 by which the result of your check exceeds the DC. The target can remove the effect early by taking 10 minutes to compose herself. If you fail this check, any creature who witnessed the failure is immune to your humiliation from this feat for 24 hours. If you fail by 5 or more, you become humiliated for 1 hour instead of your target.

Darkness Trick

You can manipulate the luminescence of magic weapons.

Prerequisites: Use Magic Device 5 ranks, ability to cast *darkness*.

Benefit: When wielding a magic weapon that sheds light or that features a luminescent quality, such as a *flaming* or *brilliant energy* weapon, you can deactivate that illumination as a swift action. You can reignite the illumination at any time as a free action. Any intrinsic magic properties that would force the weapon to shed light, such as the extra damage of a *flaming* weapon, do not function while the illumination is deactivated, and the "significant portion" of a *brilliant energy* weapon that is normally made of light ceases to exist.

If a weapon affected by this ability ever leaves your possession (for instance, if you drop the weapon or pass it to another creature), its illumination and related abilities instantly return.

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Deft Catcher

You possess a preternatural skill for catching items that slip from your grasp.

Prerequisite: Skill Focus (Sleight of Hand).

Benefit: Whenever you drop or are forced to drop an item you possess (other than by an effect that disarms or steals the item), you can attempt a DC 20 Sleight of Hand check as an immediate action to catch the item before it falls away. If you are targeted by an effect that would disarm or steal an item you're holding, such as a disarm or steal[APG] combat maneuver or the effects of a spell like *telekinesis*, you can also attempt a Sleight of Hand check as an immediate action to maintain possession of the errant item (DC = 10 + the combat maneuver check result if there was a combat maneuver check, or 20 + the DC of the spell if there was no combat maneuver check). In either case, if you fail the Sleight of Hand check by 10 or more, you fall prone.

Drunkard's Recovery

You need only a swallow of strong drink to bring you back from the brink of death.

Prerequisite: Con 13.

Benefit: If you are dying and a creature gives you at least a sip of alcohol (a standard action for an adjacent creature), you immediately stabilize.

Enrage Opponent (Combat, Panache)

With a quip or a suggestive gesture, you send your enemy into a tizzy.

Prerequisites: Cha 13, Amateur Swashbuckler[ACG] or panache class feature[ACG], Persuasive.

Benefit: As a swift action, you can spend 1 panache point to enrage a creature with an Intelligence of 4 or more within 60 feet that can see or hear you. Attempt an Intimidate check as if to demoralize the creature. If you succeed, the creature takes a –2 penalty to its AC until it has made at least one attack against you (including area effects that include you) or until it can no longer see or hear you. You can have only one opponent enraged at you with this feat at a time, and once you've enraged a creature, you can't enrage it again for 24 hours.

Entreating Critical (Combat, Critical)

Your critical hit allows you a chance to make your foes briefly see reason.

Prerequisites: Cha 15, Call Truce†, Critical Focus, Persuasive, base attack bonus +11, Diplomacy 5 ranks.

Benefit: Whenever you confirm a critical hit, the shock of the attack momentarily opens an opportunity to end hostilities with a quick entreaty. As an immediate action immediately after confirming the critical hit, you can attempt a Diplomacy check to improve the target's attitude as though you had spent 1 full round using the Call Truce feat. All other conditions and limitations of the Call Truce feat apply.

Expeditious Sleuth

You mind is meticulous and sharp, making it easy for you to thoroughly search an area.

Prerequisites: Perception 3 ranks, inspiration[ACG] or lore master class feature.

Benefit: You can take 20 on a Perception check in only 10 times the usual amount of time, and gain a +2 bonus on Perception checks when you take 20.

Normal: It takes 20 times as long to take 20 on a skill check.

Exquisite Sneak

You know how to move silently even while wearing some forms of armor.

Prerequisites: Dex 15, Careful Sneak†, Stealth 6 ranks.

Benefit: You do not apply the armor check penalty for light and medium armor on Stealth skill checks no matter how fast you move. You still cannot use Stealth while running or charging.

Extra Contingency

You can manage multiple *contingency* effects.

Prerequisite: Character level 19th.

Benefit: You can have two *contingency* effects active at one time. If they would both trigger on the same round, one (chosen randomly) does not trigger until 1 round later.

Normal: You can benefit from only a single *contingency* active at a time.

Eye for Ingredients

Your keen eyes help you find better deals on magical components for your spells.

Prerequisites: Eschew Materials, Appraise 6 ranks, Spellcraft 6 ranks.

Benefit: When in a large city or larger settlement, you can search the markets carefully for 4 hours in order to purchase material components for your spells at a 10% discount. You can purchase up to 1,000 gp worth of material components (which costs you 900 gp) each day. These cheaper components work perfectly well for their spells, but their resale value is also 10% less.

Feign Curse

You can fool others into believing you have ensorcelled them.

Prerequisites: Deceitful, Bluff 5 ranks, Spellcraft 1 rank.

Benefit: As a standard action, you can feign placing a curse on a target. The target must attempt a Sense Motive or Spellcraft check (whichever skill that target has a higher bonus with) against a DC equal to 15 + your number of ranks in Bluff + your Charisma modifier, with a bonus on his skill check equal to any conditional bonus he has on saving throws against hexes or curses (like from the spell *hex ward*[UM]). If he fails, he becomes plagued by self-doubt and second-guesses himself. For his next two attack rolls, saving throws, skill checks, or ability checks, he rolls twice and takes the lower result; for every 5 ranks of Bluff you possess beyond 5, this ability affects an additional roll. This is a mind-affecting

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effect, and it doesn't work if the target is immune to curses. Once you attempt to feign putting a curse on a creature, you cannot do so again against the same creature for 24 hours, and if the target succeeds at detecting your ruse, he gains a +10 bonus against future attempts.

Fencing Grace (Combat)

Your dashing style and fluid rapier forms allow you to use agility rather than brute force to fell your foes.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus (rapier).

Benefit: When wielding a rapier one-handed, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The rapier must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or anytime another hand is otherwise occupied.

In addition, if you have the panache[ACG] class feature, you gain a +2 bonus to your CMD against attempts to disarm you of your rapier while you have at least 1 panache point.

Fey Spell Lore

You have learned the treacherous spells employed by the fey.

Prerequisites: Cha 13, Spellcraft 1 rank, ability to cast druid spells.

Benefit: Add the following spells to your druid spell list at the indicated levels: 0—*dancing lights*, 1st—*lesser confusion*, 2nd—*charm person*, 3rd—*invisibility*, 4th—*bestow curse*, 5th—*charm monster*, 6th—*major curse*[UM], 7th—*cloak of dreams*[APG], 8th—*insanity*, 9th—*irresistible dance*.

Fey Spell Versatility

You have learned magical secrets from the fey.

Prerequisites: Cha 13, Spellcraft 1 rank, ability to cast ranger spells.

Benefit: Choose a 1st-level spell, a 2nd-level spell, a 3rd-level spell, and a 4th-level spell from the bard, sorcerer/wizard, or witch spell list that is either from the enchantment or illusion school or a spell with the curse[UM] descriptor. Add those spells to your ranger spell list. Once chosen, these spells cannot be changed.

Fleeting Spell (Metamagic)

Your spells vanish with unusual speed.

Benefit: A fleeting spell's duration becomes dismissible, if it is not already. You can dismiss your own fleeting spell as a swift action. When you dismiss a fleeting spell, its lingering aura cannot be detected by magic unless the caster succeeds at a caster level check against a DC equal to 11 + your caster level. The DC of dispel checks to counter a fleeting spell is reduced by 2, and once active, *dispel magic* removes a fleeting spell without a caster level check. A fleeting spell has half its normal duration (with an extended fleeting spell, these duration adjustments cancel out). Only spells with a duration of at least 2 rounds can be made fleeting, and instantaneous or permanent spells cannot be fleeting spells. A fleeting spell does not use up a higher-level spell slot than the spell's actual level.

Normal: It is a standard action to dismiss a dismissible spell, and only spells whose Duration entry is marked with a D are dismissible.

Fool Magic

You can mislead magic items by virtue of your disguise.

Prerequisites: Deceitful, Disguise 1 rank, Use Magic Device 1 rank.

Benefit: When you are in disguise as a member of a particular race or a person of a particular alignment, you can use your Disguise bonus instead of your Use Magic Device bonus to emulate that race and alignment for the purpose of attempting to activate a magic item.

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Fox Insight (Combat)

Your foxlike movements protect you from your opponents' attempts to manipulate you.

Prerequisites: Int 13, Fox Style†.

Benefit: While using Fox Style, you can use your base attack bonus in place of your ranks in Sense Motive to determine your Sense Motive skill bonus when foes attempt to feint against you, and creatures attempting to demoralize you don't gain a bonus for being bigger than you (though they still take a penalty for being smaller). If your Intelligence score is at least 19, the DC to demoralize or feint you increases by 4.

Fox Style (Combat, Style)

Your martial training helps you manipulate foes.

Prerequisite: Int 13.

Benefit: While using this style, you can use your base attack bonus in place of your ranks in Bluff on Bluff checks to feint in combat and to create a distraction to hide. If your Intelligence is at least 19, you gain a +4 bonus on such Bluff checks when adding your Charisma modifier.

Fox Trickery (Combat)

Whenever a foes drops his guard, you can make him suffer with a dirty trick.

Prerequisites: Int 13, Combat Expertise, Fox Insight†, Fox Style†, Improved Dirty Trick[APG].

Benefit: While using Fox Style, you can perform dirty trick combat maneuvers (*Pathfinder RPG Advanced Player's Guide* 320) as attacks of opportunity. If your Intelligence is at least 19, you gain a +4 bonus on dirty trick combat maneuver checks.

Gaze Reflection

The power of your psychic stare wards you from the potent gazes of your enemies.

Prerequisites: Spellcraft 10 ranks, bold stare[OA] and mesmerist tricks[OA] class features.

Benefit: When you avert your eyes from a creature with a gaze attack (including one produced by a spell like *eyebite* or *burning gaze* or by a magic item), you can roll twice and select the better result when checking to see whether you are exposed to that gaze attack and when rolling your miss chance on attacks made against that creature (the latter doesn't stack with Blind-Fight). In addition, as a swift action, you can expend one mesmerist trick to make yourself immune to that creature's gaze until the beginning of your next turn. If you expend two mesmerist tricks instead, you gain immunity to that creature's gaze and also reflect its gaze back at it, affecting it with its own gaze.

Special: A mesmerist's hypnotic stare, a witch's or hag's evil eye, and a vampire's dominate ability are treated as gaze attacks for the purpose of this feat, as are abilities that are triggered when looking at a creature, such as a nymph's blinding beauty or a sea hag's horrific appearance. Spending two mesmerist tricks on this feat does not bypass any immunity the creature might have to its own gaze, such as a vampire's immunity to mind-affecting effects or the fact that the nymph's blinding beauty works only on humanoids.

Graceful Steal (Combat)

You can steal with surprising subtlety.

Prerequisites: Dex 13, Agile Maneuvers, Improved Steal[APG], Sleight of Hand 3 ranks.

Benefit: When attempting Sleight of Hand checks to lift or palm objects, you can use your Combat Maneuver Bonus for a steal[APG] combat maneuver in place of your Sleight of Hand modifier, though if you do so, you must use your Dexterity modifier and not your Strength modifier. You can steal items with the steal combat maneuver even if they are hidden in a bag or pack (provided you can reach the item within), but the opponent gains at least a +5 bonus to its CMD (as for a fastened object) in this case.

Improved Bravery (Combat)

Your bravery protects you from more than just fear.

Prerequisites: Cha 13, bravery class feature.

Benefit: Add your bravery bonus against all mind-affecting effects instead of just against fear.

Improved Conceal Spell

You can conceal the mightiest spells in the subtlest fashions.

Prerequisites: Conceal Spell†, Deceitful, Bluff 5 ranks, Disguise 5 ranks, Sleight of Hand 10 ranks, ability to cast 3rd-level spells or use a 3rd-level spell-like ability.

Benefit: When you use Conceal Spell, creatures no longer gain a bonus equal to the level of the spell or spell-like ability on their checks to notice the hidden spell.

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Normal: Creatures attempting to notice a spell hidden with Conceal Spell gain a bonus equal to the level of the spell or spell-like ability on their Perception, Sense Motive, and Spellcraft checks.

Improved Legendary Influence

Each legend grants you more of its power in return for greater influence.

Prerequisites: Legendary Influence†, lesser spirit power[OA] and propitiation[OA] class features.

Benefit: For each spirit you can channel, choose a second feat other than an item creation feat. Whenever you allow a spirit to gain 1 point of influence over you to gain that spirit's associated feat via Legendary Influence, you can allow that spirit to gain 1 additional point of influence over you to gain the second feat.

Improved Sabotaging Sunder (Combat)

You become further adept at sabotaging your foes' items.

Prerequisites: Str 13, Improved Sunder, Power Attack, Sabotaging Sunder†, Disable Device 9 ranks.

Benefit: You do not provoke an attack of opportunity when performing the special sunder combat maneuver from the Sabotaging Sunder feat. In addition, you can attempt to use that maneuver on items held by the target, but you still cannot do so against items hidden in a bag, a pack, or another container.

Incite Paranoia (Combat)

You can convince anyone of her allies' ill intent.

Prerequisites: Int 13, Combat Expertise, Deceitful, Greater Feint, Improved Feint, base attack bonus +6.

Benefit: When you successfully feint in combat, if you succeed by 5 or more, the target no longer provides flanking to its allies and no longer gains or grants the benefits of teamwork feats until the beginning of your next turn.

In addition, when you attempt a Bluff check to lie and the lie implies that one or more of the target's allies have betrayed her or are secretly against her, your lie is one step more believable than normal, from far-fetched to unlikely and from unlikely to believable (if the lie was already less believable than far-fetched, this feat has no effect).

Insightful Advice

You teach others how to make the most of their skills.

Prerequisite: Perform (oratory) 3 ranks.

Benefit: You can attempt a skill check to aid an ally within 30 feet with a skill in which you are trained. This takes 1 minute, and during that time, you need only speak and be heard by your chosen ally to offer this aid. The bonus you grant is +2, regardless of any other effects that would alter your aid another bonus. This bonus applies to all checks the ally attempts with that skill for 1 day and does not stack with any other aid another bonus. Whether you succeed at or fail the skill check to aid another, you can attempt to use this ability only once per day for each ally.

Inspiring Bravery (Combat)

Your bravery inspires bravery in others.

Prerequisites: Cha 13, bravery class feature.

Benefit: As long as you are conscious and not stunned, dazed, or confused, allies within 30 feet who can see and hear you gain your bravery bonus on saving throws against fear. If you have Improved Bravery†, they gain your bravery bonus on saving throws against all mind-affecting effects. If you have Social Bravery†, your bravery bonus is added to the DC of checks to demoralize them, feint against them, change their attitude, or convince them to perform a request.

Inspiring Mentor

Others listen to your words of encouragement and perform acts above and beyond as a result.

Prerequisites: Cha 13, inspire competence bardic performance.

Benefit: Inspire competence now affects all allies within 30 feet who can hear your performance, as long as they are attempting the skill you've selected.

Normal: Inspire competence only affects one ally.

Intoxicating Flattery

You know how to compromise a target's judgment with lies.

Prerequisites: Deceitful, Bluff 5 ranks.

Benefit: You can flatter a creature in a protracted interaction (taking at least 1 minute) to bestow in them an inflated sense of self worth that muddles their judgment. At the end of the tirade of flattery, attempt a Bluff check against a DC equal to 10 + the creature's HD + the creature's Wisdom modifier or equal to 10 + the creature's Sense Motive modifier, whichever is higher. If you succeed, the target takes a –2 penalty on Will saving throws, Wisdom-based skill checks, and Wisdom ability checks for 1 hour plus an additional hour for every 5 by which your result exceeds the DC. The target can remove the effect early by taking 10 minutes to compose herself. If you fail this check, any creature who witnesses the failure is immune to your flattery from this feat for 24 hours. If you fail by 5 or more, the target's attitude toward you decreases by 1 step.

Ironclad Logic

You appeal to sound reasoning and fact, rather than to emotion, when attempting to sway others.

Prerequisites: Int 19, Diplomacy 3 ranks.

Benefit: You gain a +4 bonus on Diplomacy checks whenever you add your Charisma modifier on those checks. If you have at least 10 ranks in Diplomacy and an Intelligence score of 27 or more, this bonus increases to +8. This bonus doesn't stack with the bonus from Skill Focus (Diplomacy), but this feat counts as Skill Focus (Diplomacy) for the purpose of feats and other elements with Skill Focus (Diplomacy) as a prerequisite. In verbal duels (see pages 176–181), when using tactics to which you assigned an Intelligence-based skill, you can add your Intelligence modifier instead of your Charisma modifier to the associated skill check.

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Legendary Influence

Each legend grants you more of its power in return for greater influence.

Prerequisite: Lesser spirit power[OA] class feature.

Benefit: Immediately select one feat (other than an item creation feat) for each spirit you can channel. Whenever you perform a seance to channel a spirit, you can allow the spirit to gain 1 point of influence over you to gain access to that spirit's Legendary Influence feat for as long as you channel that spirit. You can use this bonus feat as a prerequisite for any feats granted by a spirit power (such as the champion's legendary champion ability), but not for any other feats.

Lightning Draw (Combat, Panache)

You can draw your weapon with startling speed.

Prerequisites: Quick Draw, swashbuckler initiative[ACG] deed, swashbuckler level 7th.

Benefit: You can spend 1 panache point to draw one or more light or one-handed piercing weapons, whether hidden or not, when you roll initiative, even at the start of a surprise round in which you can't act. Drawing these weapons does not take an action.

If you have the instant unveil deed (see page 53), it doesn't cost any panache to use the ability described in the previous paragraph as long as you have at least 1 point of panache, and you can spend 1 panache point to draw a single light or one-handed piercing weapon, hidden or not, as an immediate action whenever a creature attacks you.

Manipulative Agility

You can use your agility to manipulate people as well as small objects.

Prerequisites: Bluff 1 rank, Sleight of Hand 1 rank.

Benefit: You can use Sleight of Hand in place of Bluff for checks to feint in combat, as well as for checks to pass secret messages without being noticed (by using gestures and body language). In both cases, the effects become visual and don't work if the target or recipient is blind or cannot see you. In the case of secret messages, the limitations of hand gestures and body language might impact what sorts of messages you can pass, at the GM's discretion.

Martial Dominance (Combat)

Your skill at arms intimidates your foes.

Prerequisites: Base attack bonus +5, Intimidate 1 rank.

Benefit: You can use your base attack bonus in place of your ranks in Intimidate to determine your Intimidate skill bonus. When you confirm a critical hit against a creature, you can attempt an Intimidate check to demoralize that creature as an immediate action.

Measure Foe (Combat)

You can read a foe's martial skill from its body language.

Prerequisite: Street Smarts†, base attack bonus +1.

Benefit: You can attempt a Sense Motive check as a free action to deduce a foe's martial training after observing the foe's movements for at least 1 minute or observing the foe's attacks for at least 2 rounds. You take a –10 penalty

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on your check if you are observing movements, rather than attacks. The DC equals 20 + the creature's base attack bonus or 10 + the creature's Bluff or Disguise modifier, whichever is higher.

If you succeed, you learn the foe's base attack bonus and one combat feat it has, and you learn an additional combat feat it has for every 5 points by which you exceed the DC. You also gain a +1 insight bonus on attack rolls against that foe and to your AC against that foe until the foe gains a level or otherwise improves its abilities. If you fail this check against a particular foe, you can't try again against that foe until you gain more ranks in Sense Motive.

Misdirection Attack (Combat)

After misdirecting your opponent's weapon attack, you leave your opponent open to further violence.

Prerequisites: Int 13, Combat Expertise, Deceitful, Misdirection Redirection†, Misdirection Tactics†, Bluff 10 ranks.

Benefit: When you successfully use the Misdirection Tactics feat to negate a melee weapon attack, the opponent whose attack you negated provokes an attack of opportunity from you, even though you normally can't take attacks of opportunity while using the total defense action. This effect is in addition to the effect gained from Misdirection Redirection.

Misdirection Redirection (Combat)

After misdirecting your opponent's weapon attack, you trick it into striking someone else.

Prerequisites: Int 13, Combat Expertise, Misdirection Tactics†, Deceitful, Bluff 10 ranks.

Benefit: When you successfully use the Misdirection Tactics feat to negate a melee weapon attack, you redirect your foe's attack and trick your foe into striking another creature of your choice within the foe's melee reach. To resolve this attack, your foe must make a new attack roll against the new target.

Misdirection Tactics (Combat)

You have learned to use deception and trickery to misdirect your opponent's weapon attack.

Prerequisites: Int 13, Combat Expertise, Deceitful, Bluff 4 ranks.

Benefit: While you are using the total defense action, if a melee attack would still hit your AC, you can attempt a Bluff check with a DC equal to the foe's attack roll as an immediate action. If you succeed at the check, you negate the attack (treat it as a miss). If the attack still hits, you cannot use this feat against the same opponent for 24 hours.

My Blade Is Yours (Combat, Teamwork)

You fight with seamless grace alongside your allies, complementing the inherent strengths of your weaponry.

Prerequisites: Int 13, Combat Expertise, Sense Motive 3 ranks.

Benefit: When adjacent to an ally with this feat who is wielding a weapon with the blocking[UE], disarm, distracting[UE], or trip weapon special feature, you can treat your own weapon as if it also had that feature. If your ally's weapon has more than one of those features, you choose one feature to emulate at the start of your turn.

Nerve-Racking Negotiator

You've mastered the art of intimidation to get what you want without suffering unwanted repercussions.

Prerequisite: Persuasive.

Benefit: When you successfully use the Intimidate skill to force an opponent to act friendly toward you, the target must attempt a Will save once the intimidation wears off. The DC is equal to 10 + your number of ranks in Intimidate. If the target fails this save, after the intimidation period expires, the target counts as having the same attitude toward you as it initially did (usually indifferent) and will not report you to the authorities for intimidating it.

Normal: The target of a successful Intimidate check is unfriendly to you and potentially reports you to the authorities after the duration ends.

Notorious Vigilante (Combat)

You are widely known as dangerous and fearsome.

Prerequisites: Dazzling Display, Weapon Focus, any nongood alignment, great renown social talent†, proficiency with chosen weapon.

Benefit: Your presence can act as a fast and effective Dazzling Display. As a standard action, you use the benefit of Dazzling Display even when you are not wielding a weapon in which you have Weapon Focus. If you are wielding such a weapon, you gain a +2 bonus on the Intimidate check.

Omnipresent Mentor

You're able to impart your guidance to a single ally, regardless of location.

Prerequisites: Cha 17, Inspiring Mentor†, inspire competence bardic performance.

Benefit: By expending 4 rounds of your bardic performance at the start of the day, you can instill one ally with your inspiring words. Select one skill in which you possess ranks. Your ally gains the benefits of your inspire competence bardic performance, regardless of distance, until the next time you replenish rounds of bardic performance. This doesn't count as an active performance, so the effects don't end if you start another performance. Only one ally can be affected by this ability at a time; if you use this ability again before the duration expires, the ally currently affected loses the bonuses from this feat.

Ostentatious Rager (Combat)

You can enthrall onlookers with a show of ferocious might or compel enemies to regard you as a crucial threat.

Prerequisites: Intimidate 5 ranks, rage class feature.

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Benefit: You can earn money with Intimidate by performing feats of strength and intimidation, exactly as if you were doing so with the Perform skill.

Additionally, while you're raging, if a foe would be demoralized by your Intimidate skill and the foe is not currently shaken by your intimidation, you can instead distract that foe until the beginning of your next turn. During that time, the foe takes a –5 penalty on Perception checks that don't involve you and takes a –2 penalty to its AC against any creature other than you. These effects end early if a creature other than you attacks the foe or if you demoralize the foe and apply the shaken condition.

Owl Dive (Combat)

Your martial training helps you fly and charge through others' spaces.

Prerequisites: Dex 17, Owl Style†, Owl Swoop†, Skill Focus (Stealth), base attack bonus +7 or monk level 5th, Acrobatics 1 rank, Fly 1 rank, Stealth 1 rank.

Benefit: While using Owl Style, you can use your base attack bonus in place of your ranks in Fly to determine your Fly skill bonus. You can charge through other creatures' spaces, but you must make a successful Acrobatics check to move through enemy spaces, as normal. If you fail an Acrobatics check to move through an enemy's space during a charge, your charge stops just before you enter that enemy's space; if you threaten that foe, you can make your charge attack against that foe.

Owl Style (Combat, Style)

You can move with the quiet grace of an owl.

Prerequisites: Dex 13, Skill Focus (Stealth), Stealth 1 rank.

Benefit: While using this style, you can use your base attack bonus in place of your ranks in Stealth to determine your Stealth skill modifier (as usual, this does not replace your ranks for other purposes, such as determining the effects of Skill Focus). While in this stance and using Stealth, you can charge at a –10 penalty beyond the penalty you take for using Stealth at full speed (which is typically –5). Foes that fail their Perception checks and don't otherwise notice you (for instance, with an ability like blindsight) are denied their Dexterity bonuses to AC against all attacks you make against them during or at the end of that charge instead of just against the first attack.

Owl Swoop (Combat)

Your martial training helps you move with acrobatic poise.

Prerequisites: Dex 15, Owl Style†, Skill Focus (Stealth), Acrobatics 1 rank, Stealth 1 rank.

Benefit: While using Owl Style, you can use your base attack bonus in place of your ranks in Acrobatics to determine your Acrobatics skill bonus. You can attempt Acrobatics checks to move on narrow or slick surfaces and to avoid attacks of opportunity while charging, incurring the same penalties and increased DCs that you usually would apply for moving at full speed.

Persuasive Bribery

You know how to get the most out of bribes.

Prerequisite: Persuasive.

Benefit: You gain a +2 bonus on Diplomacy checks when attempting to bribe someone and on Diplomacy or Charisma checks to bargain with a conjured creature (such as with *planar ally* or *planar binding*), in addition to any bonus granted by the bribe itself. The first time someone refuses a bribe you offer, that person's attitude toward you doesn't worsen, even if the offer would normally offend the person.

Piercing Grapple (Combat)

You can use small but deadly weapons to restrain a foe, forcing it to choose between pain and capitulation.

Prerequisites: Dex 13, Improved Grapple, Improved Unarmed Strike, Quick Draw, Intimidate 7 ranks.

Benefit: You can draw a light or one-handed piercing weapon and stab your opponent with it when you initiate a grapple. You take a –2 penalty on your combat maneuver check to initiate the grapple, but since you pull the weapon out as part of the grapple, you don't take the usual –4 penalty. If you succeed, you grapple your opponent as normal, and the weapon doesn't count as being in your hand either for the purposes of the –4 penalty or for dealing damage while maintaining a grapple. If your opponent successfully breaks the grapple, it takes an amount of damage equal to the base weapon damage of the weapon you used to initiate the grapple plus an additional 1d4 points of bleed damage. A successful DC 15 Heal check or any magical healing ends the bleed effect. If you choose to end the grapple, you can opt to not deal the bleed damage, but either way, your opponent still takes the base weapon damage. While maintaining this grapple, you gain a +2 circumstance bonus on all Intimidate checks made against your opponent.

Planar Wanderer

Your knowledge of the planes and teleportation allows you to travel with more precision.

Prerequisites: Cartogramancer†, Knowledge (geography) 10 ranks, Knowledge (planes) 10 ranks, ability to cast *greater teleport* and *plane shift*.

Benefit: When researching a plane to which you intend to *plane shift*, you can attempt a DC 25 Knowledge (planes) check as you cast the spell. If you succeed at the check, you're able to more precisely target your planar transport, allowing you to arrive 5d20 miles away from your intended destination instead of 5d% miles away. If you exceed the DC by 10 or more, you arrive 5d10 miles away instead, and if you exceed the DC by 20 or more, you arrive 5d6 miles away.

Play to the Crowd

You can glean the interests of others and use that information to strengthen your rhetoric.

Prerequisites: Int 19, Ironclad Logic†, Diplomacy 5 ranks, Sense Motive 5 ranks.

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Benefit: When you use Diplomacy to change the attitude of a character, you can first attempt a Sense Motive check against that NPC to get a hunch to determine whether the character is under the influence of an enchantment, to use Sense Assumptions†, or to determine biases for a verbal duel (see page 176). If you succeed at the Sense Motive check, you gain a +2 bonus on the Diplomacy check, and if you learned any biases for a verbal duel, you learn one additional bias of your choice. You do not worsen an NPC's attitude if you fail a Diplomacy check by 5 or more.

Quick Favor

You can quickly take advantage of your charm.

Prerequisite: Persuasive.

Benefit: Once per day, you can decrease the time required for a Diplomacy check to gather information to 4d10 minutes when you use Diplomacy to gather information again just after you previously gathered information there (whether or not the previous attempt was successful).

Normal: You must spend 1d4 hours to gather information using Diplomacy.

Quick Study (Combat)

You can learn quickly, although you do not always retain what you learn long.

Prerequisites: Int 13, bravery +3 class feature, fighter level 10th.

Benefit: Once per day, you can train with someone who has a combat feat you do not possess to gain that feat. You must train with that person for 8 hours and must meet the feat's prerequisites to gain it this way. You gain this feat until you learn another one using this feat.

Quiet Death (Combat)

You have learned to dispatch your enemies with the silence and grace of an accomplished assassin.

Prerequisites: Dex 19, Stealth 10 ranks, rogue level 10th.

Benefit: When you ambush an enemy or enemies that are unaware of your presence, you can roll a Stealth check with a –5 penalty. The result indicates the Perception DC to hear your attacks (rather than the normal DC of –10 to hear pitched combat) until an opponent's first action, when the DC returns to –10. Other enemies present can still see the attack; Quiet Death only prevents the sounds of battle from alerting further enemies.

Ranged Disable

You can disable devices with ranged weapons.

Prerequisites: Far Shot, Point-Blank Shot, Weapon Focus, Disable Device 9 ranks.

Benefit: As a full-round action, you can attempt a Disable Device check with a ranged weapon you have chosen with Weapon Focus. You can use this ability against only a simple device (one that would normally take a full-round action to disable), and you can't use it if the device has any cover or concealment. This use of the ranged weapon deals no damage to the device, but it allows you to attempt a Disable Device check instead. You treat the ranged attack as if you were using tools inappropriate for the job, taking a –4 penalty on your Disable Device check. You also apply any range penalty for the weapon to the Disable Device check, but you do not gain any bonuses that would normally apply on attack rolls on the Disable Device check.

Ranged Feint (Combat)

You can mislead foes about your aim with ranged attacks.

Prerequisites: Base attack bonus +2, Bluff 3 ranks.

Benefit: You can feint with a ranged weapon by throwing a thrown weapon or firing one arrow, bolt, bullet, or other piece of ammunition; this feint takes the same action as normal to feint, but depending on your weapon, you might have to reload or draw another weapon afterward. When you successfully use a ranged feint, you deny that enemy its Dexterity bonus to AC against your ranged attacks as well as your melee attacks for the same duration as normal. If your feints normally deny a foe its Dexterity bonus to AC against attacks other than your own, this applies only against others' melee attacks.

Normal: You can feint only with a melee weapon, and only against a creature you threaten with that weapon.

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Read Spell Traces

You can identify spells by the lingering traces they leave.

Benefit: When using *identify* or any spell of a higher level that normally allows you to detect the school and aura strength of an active spell, if you exceed the DC by 10 or more, you also learn the exact spell. If the spell you are using would already allow you to learn the exact spell from its aura, you can attempt to identify the spell from the traces in a lingering aura, though you take a –10 penalty on such an attempt. When using *greater detect magic* (see page 212) to attempt to identify unique magical signatures, you receive a +2 bonus on your Knowledge (arcana) checks.

In addition, you gain a +2 bonus on saving throws against *magic aura* and other spells and effects that conceal a spell's true aura unless you succeed at a saving throw.

Ready for Anything (Combat)

You never let down your guard.

Prerequisites: Alertness, Improved Initiative, Lightning Reflexes, Quick Draw, base attack bonus +6 or uncanny dodge class feature.

Benefit: You can always act in the surprise round even if you fail a Perception check to notice foes, but you are still considered flat-footed until you take an action.

Sabotage Magic Item

You can cause magic items to suffer mishaps.

Prerequisites: Magical Aptitude, Disable Device 5 ranks, Use Magic Device 5 ranks.

Benefit: You can attempt a Use Magic Device check to sabotage a magic item rather than to activate it, with the same DC as activating it blindly. If you succeed at the check, you define a condition under which the magic item will suffer a mishap, either dealing 2d6 points of damage to the creature attempting to use the magic item and failing to perform its desired function or else affecting the wrong target. The condition must be either an audible or a visual trigger, as defined by the *magic mouth* spell. If you fail the check, you suffer a mishap instead, just as if you had failed to activate the item blindly by 10 or more.

Sabotage Specialist

You have an amazing knack for sabotaging devices.

Prerequisites: Deft Hands, Disable Device 5 ranks.

Benefit: When you use the Disable Device skill to rig simple or tricky devices (such as a saddle or wagon wheel) to work normally for a while and then fail or fall off some time later, you can designate the time the device will fail, up to 60 minutes after you successfully sabotaged it. The device fails 1d6–3 rounds after the designated time (a result of –1 or –2 means it fails 1 round or 2 rounds before the designated time).

Normal: You can use the Disable Device skill to rig simple devices such as saddles or wagon wheels to work normally for a while and then fail or fall off some time later (usually after 1d4 rounds or minutes of use).

Sabotaging Sunder (Combat)

Your can quickly sabotage a foe's worn or carried equipment.

Prerequisites: Str 13, Improved Sunder, Power Attack, Disable Device 7 ranks.

Benefit: As a standard action, you can sabotage an item worn by a foe with a special sunder combat maneuver. You use this maneuver in melee to sabotage an item that is neither held nor hidden in a bag, pack, or other container. You must have at least one hand free to perform this combat maneuver, and doing so provokes an attack of opportunity from the creature against whom you are performing the maneuver, even though you have the Improved Sunder feat.

When attempting the combat maneuver check, use your ranks in Disable Device in place of your base attack bonus and your Dexterity modifier in place of your Strength modifier. Any bonuses on combat maneuver checks specifically to sunder (such as the bonus granted by Improved Sunder)

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also apply to this maneuver, and any bonuses your target gains to CMD against sundering attempts also protect her from this maneuver. If you succeed at the check, instead of dealing damage, you sabotage the chosen item, causing it to gain the broken condition. If the item was already broken, you instead destroy the item or cause it to fall off. Items immune to sunder are also immune to this special combat maneuver, and this still can't destroy or remove an item such as an artifact that can normally be destroyed or removed only by specific means.

Normal: A successful sunder attempt deals weapon damage to the sundered item.

Sense Assumptions

You can easily intuit an opponent's preconceptions.

Prerequisite: Sense Motive 3 ranks.

Benefit: You can attempt a Sense Motive check to intuit some of another person's assumptions after 1 minute of conversation. The DC equals 20, or 10 + the target's Bluff modifier, whichever is higher. If you succeed, you learn whether or not a falsehood of your choice related to the topic of conversation would impose a penalty on Bluff checks to convince the target of that falsehood's truth. If you fail by 4 or less, you learn nothing. If you fail by 5 or more, the target realizes you are trying to glean information from it. You can retry this check, but the DC increases by 5 for each previous failure on this check against that target.

Sense Relationships

You can quickly sense relationships between others and use that knowledge to manipulate them.

Prerequisite: Street Smarts†.

Benefit: After 1 minute or more of interaction or observation, you can attempt a DC 20 Sense Motive check to get a hunch in order to intuit the relationship between any two creatures interacting with one another. If you don't understand the language they are speaking, you take a –5 penalty on the check, and if the creatures are a different type than you, you take an additional –5 penalty on the check.

If you succeed at this check by 5 or more, for the next hour, you gain a +2 bonus on Bluff checks to lie about one of the creatures to the other and on Diplomacy checks to request that one act against the other. If you fail the check, you cannot attempt this ability on the same creatures again until you gain an additional rank in Sense Motive.

Shadows of Fear (Combat)

Your enemies' fear causes them to jump at shadows, diverting their attention.

Prerequisite: Hidden strike† +2d8 or sneak attack +2d6.

Benefit: The first time each round that you hit a creature suffering from a fear effect, you can deal hidden strike or sneak attack damage as if you were flanking that creature (improved uncanny dodge and other effects that prevent flanking also prevent a hidden strike or sneak attack from this feat).

Sliding Dash (Combat)

Your seemingly reckless advance becomes an agile strike at the last moment.

Prerequisites: Dex 15, Acrobatics 10 ranks or acrobatic charge† class feature, Bluff 3 ranks.

Benefit: When charging, instead of moving to the closest space from which you can attack your target, you can move to the space adjacent to your target and on the other side of it, as long as you move through the closest space from which you can attack the target and through the target's space to get there. When you move through the target's space, you must attempt an Acrobatics check with a DC equal to 10 + your opponent's CMD. Success allows you to move through the target's space without provoking an attack of opportunity from that target, and when you arrive in the destination space and make your attack, the target is

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considered flanked for that attack (or the first attack if you have more than one attack on a charge). On a failed check, you instead provoke an attack of opportunity and complete the charge as normal. Whether or not you succeed at the Acrobatics check, you take a –4 penalty to your AC until the start of your turn, instead of the normal –2 penalty.

Normal: When charging, you must end the movement part of a charge in the closest space in which you can attack your target.

Social Bravery (Combat)

Even the most stressful social situations don't daunt you, and you weather them as easily as a battle with a dragon.

Prerequisites: Cha 13, bravery class feature.

Benefit: In social situations, your bravado protects you and makes you harder to read. Add your bravery bonus to the DCs of checks to demoralize you, feint against you, change your attitude, or convince you to perform a request (this also applies against Cutting Humiliation† and Intoxicating Flattery†). Additionally, add a morale bonus equal to your bravery bonus on Bluff and Intimidate checks.

Starry Grace (Combat)

Your quick and free starknife motions allow you to make deadly dexterous attacks.

Prerequisites: Dex 13, Weapon Finesse, Weapon Focus (starknife).

Benefit: When wielding a starknife, you can add your Dexterity modifier instead of your Strength modifier to that weapon's damage. The starknife must be one appropriate for your size. You do not gain this benefit while fighting with two weapons or using flurry of blows, or any time another hand is otherwise occupied.

In addition, if you have the panache[ACG] class feature, as long as you have at least 1 panache point, you gain a +5 bonus to your movement speed on your move action after taking an attack action with a starknife or on your Spring Attack or charge with a starknife.

Startling Getaway (Combat)

You strike with surprise and then run circles around your foe.

Prerequisite: Startling appearance† class feature.

Benefit: During a surprise round, after taking an attack action to attack a creature unaware of your presence, you can take a move action to move. If you are already capable of taking both a standard and a move action in the surprise round, this feat does not grant you any additional actions.

Normal: You can take only a single standard or move action during a surprise round.

Street Carnage (Combat)

For you, the urban environment becomes another brutal weapon you can use to shred flesh and break bones.

Prerequisites: Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Street Style†, Street Sweep†, base attack bonus +8 or monk level 7th.

Benefit: While using Street Style, the critical multiplier of your unarmed strikes becomes ×3, instead of ×2.

Street Smarts

You are able to navigate the streets and personalities of whatever locale you run across.

Benefit: You get a +2 bonus on Knowledge (local) and Sense Motive checks, and Knowledge (local) is always a class skill for you. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill. The bonus on Sense Motive checks doesn't stack with Alertness.

Street Style (Combat, Style)

You use the urban environment to your advantage, thrashing and bashing your foe and driving it back.

Prerequisites: Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, base attack bonus +4 or monk level 3rd.

Benefit: While using this style, once per round as a swift action when you hit a target with an unarmed strike, you can deal an extra 1d6 points of damage and attempt a bull rush combat maneuver against that target.

Special: You can enter the style stance for street style only while in urban terrain, and the stance ends immediately if you cease to be in urban terrain.

Street Sweep (Combat)

After driving your foe back, you can quickly knock it to the ground and slow it down.

Prerequisites: Str 15, Improved Bull Rush, Improved Unarmed Strike, Power Attack, Street Style†, base attack bonus +6 or monk level 5th.

Benefit: While using Street Style, the first time each round that you deal damage with an unarmed strike to a foe that you bull rushed with Street Style since the beginning of your last turn, that foe must succeed at a Fortitude save (DC = 10 + your base attack bonus) or be knocked prone and staggered for 1 round.

Structural Strike (Combat, Panache)

You use your knowledge of how things fit together to find ways to punch through the defenses of any foe.

Prerequisites: Knowledge (engineering) 5 ranks, precise strike class feature or precise strike[ACG] deed.

Benefit: When using the duelist's or swashbuckler's precise strike, you can make a single strike as a standard action against an opponent that would be otherwise immune to your precise strike damage. If you hit, you deal your precise strike damage as normal against this enemy. When using the swashbuckler's precise strike deed, you can spend 1 panache point as a swift action to deal your regular precise strike damage on a single attack against an opponent that would typically be immune. If you have both class features, you can use either option in order to apply the full damage from both versions of precise strike.

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Additionally, against opponents with a chance of immunity to your precise strike (such as an opponent wearing armor with the *fortification* special ability), this feat reduces their chance of negating your precise strikes by 10%.

Studied Spell (Metamagic)

You use your knowledge about the target to bypass its resistances and damage reduction.

Benefit: When casting a studied spell, designate one target affected by the spell. Attempt an appropriate Knowledge check based on that target's creature type as you cast the spell. The DC for this check is equal to 20 + the creature's CR based on its race and not including any class levels or template (a creature that is defined by class levels has an effective CR of 0 for this ability). If you succeed, your studied spell ignores any energy resistance or damage reduction the target has because of its race as well as any bonuses on saving throws against the spell granted by the target's race (such as the bonus from a dwarf's hardy ability or a halfling's halfling luck ability). Your studied spell doesn't ignore energy resistance, damage reduction, or saving throw bonuses granted by other spells and effects. If you fail the Knowledge check, the spell still has its normal effects. A studied spell uses up a spell slot 2 levels higher than the spell's actual level.

Stylized Spell (Metamagic)

You cast a spell in a distinctive manner.

Prerequisites: Bluff 5 ranks, Spellcraft 5 ranks.

Benefit: A stylized spell has slightly different verbal and somatic components than normal, and the spell effect appears noticeably different. The Spellcraft DC to identify a stylized spell as it is being cast is 10 higher than normal. The Knowledge (arcana) DC to identify a stylized spell, its effects, or the materials it creates is 10 higher than normal, as is the DC to recognize your magical signature with *greater detect magic*†.

When you apply this feat to a spell, you can attempt to disguise your stylized spell as another spell of the same school and subschool with the same descriptors. The other spell must be either the same spell level as the stylized spell (before applying the metamagic adjustment) or 1 spell level higher. If you do so, the stylized spell gains the ruse descriptor (see page 192) and takes on some superficial aspects of the other spell. As usual for a spell with the ruse descriptor, identification attempts that fail by 10 or less mistakenly identify it as the chosen spell (those that fail by more can't identify it at all). A stylized spell uses up a spell slot 1 level higher than the spell's actual level.

Subtle Enchantments

Your enchantments influence targets in more subtle ways and are harder to notice.

Prerequisites: Deceitful, Spell Focus (enchantment).

Benefit: When you cast an enchantment spell or use an enchantment spell-like ability to influence a creature's attitude or actions and the foe negates the spell with a

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successful Will save, she has a 50% chance not to notice that she just succeeded at a saving throw (she still can attempt to identify your spell or spell-like ability as normal). If the foe fails the saving throw or is otherwise affected by the spell, the Sense Motive DC to notice she is under the effects of an enchantment increases by 5.

Normal: Anyone who successfully saves against a spell notices the mental intrusion automatically.

Superior Scryer

You are adept at seeing more when scrying.

Prerequisites: Spell Focus (divination), the ability to cast at least one spell of the scrying subschool.

Benefit: When casting a scrying spell, you see through the spell's sensor with darkvision 60 feet, whether or not you possess darkvision normally and whether or not the spell normally allows you to see with darkvision. If the spell sends back sensory information only within 10 feet of the sensor (such as with *scrying* and *greater scrying*), this feat doesn't increase that range. You receive a +2 bonus on Perception checks to notice things through a scrying sensor, and your *prying eyes* and *insect spies*† also receive a +2 bonus on Perception checks.

When you use the *scrying* or *greater scrying* spell, you have a 10% increase to the chance of using spells through the sensor.

Swipe and Stash (Combat)

Your fast fingers allow you to deftly deposit an item on someone else.

Prerequisite: Sleight of Hand 5 ranks.

Benefit: As a standard action, you can attempt a DC 20 Sleight of Hand check to plant a small object on a creature. The target is entitled to a Perception check opposed by your Sleight of Hand check to notice you planting the item. This does not force the creature to wear, wield, or otherwise use the item; you simply plant it on the creature's person. The DC increases to 30 if the target is not wearing clothing, armor, tack and harness (if an animal or similar creature), or some other equivalent accoutrements in which you can hide the item.

In combat, you must succeed at a steal[APG] combat maneuver in order to plant an item on a creature while attempting a Sleight of Hand check opposed by the target's Perception check to do so without the target noticing. You are automatically unnoticed if you succeed and have the Greater Steal[APG] feat.

If you steal an object with a successful Sleight of Hand check or steal combat maneuver check, you can use this feat as a swift action to plant it on another creature within reach before the end of your turn.

Special: If you have Walking Sleight†, you can take either or both of your actions with Swipe and Stash at any point during your movement in the same round, moving both before and after both snatching and planting the object if you wish to do so and have enough movement.

Telepathy Tap

You are able to notice, intercept, and interpret telepathic communication around you.

Prerequisites: Sense Motive 10 ranks, ability to cast *detect thoughts* or *telepathy*[OA] as a spell or spell-like ability or telepathy supernatural ability.

Benefit: When a creature within range of your telepathy (or within 60 feet if you are using *detect thoughts*) uses telepathy to communicate, including when that creature sends or receives a magical message such as *dream* or *sending*, you can notice the attempt with a successful DC 30 Sense Motive check. At this point, you can either use your telepathy ability or spend a use or casting of *detect thoughts* as an immediate action. If you do so, for every 5 points by which your check exceeds the DC, you glean one fragment of information about the communication, such as the identity of its source; its general nature; the emotional state of the sender or the recipient; or a specific person, place, or thing mentioned in the message. In addition, the creature must attempt a saving throw (with a DC equal to that of the spell if you spent a use of *detect thoughts* or are using *telepathy*, or 10 + 1/2 your racial HD + your Charisma modifier if you are using a racial telepathy ability). If the target fails its save, you can listen to both sides of the telepathic or magical communication as long as you continue to concentrate each round as a standard action.

Tenacious Spell (Metamagic)

Your magic is difficult to unravel.

Benefit: Increase the DC of caster level checks to counter or dispel a tenacious spell by 2. If a tenacious spell is dispelled or dismissed, it lasts for 1d4 further rounds (to a maximum of the spell's normal duration) before ending (this does not occur if *antimagic field* or a similar spell or effect suppresses or ends the spell's effect without dispelling or dismissing it). The lingering auras of tenacious spells detectable with *detect magic* last for twice as long as usual after the spells end. A tenacious spell uses up a spell slot 1 level higher than the spell's actual level.

Threatening Negotiator

Those who you intimidate know that you'll go through with your threats.

Prerequisites: Nerve-Racking Negotiator†, Persuasive, Skill Focus (Intimidate).

Benefit: When you successfully use the Intimidate skill to force an opponent to act friendly toward you, the duration of the attitude change lasts 2d6 hours.

Normal: Changing an opponent's attitude with Intimidate normally changes the foe's attitude to friendly for 1d6×10 minutes.

Timely Coordination (Teamwork)

You can precisely time your teamwork.

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Benefit: You gain a +1 bonus on attack rolls and skill checks made as part of readied actions triggered by one of your allies who also has this feat. When you and an ally who also has this feat are attempting to overcome separate simultaneous obstacles as part of a heist or infiltration (see page 127), you also gain this +1 bonus on attack rolls and skill checks.

True Deception

Time spent learning the mystic arts of disguise has given you insight into the anonymity of the everyday.

Prerequisites: Cha 17, Disguise 17 ranks, master disguise master ninja trick[UC] or master of disguise advanced rogue talent, ninja level 10th or rogue level 10th.

Benefit: When using the master disguise master ninja trick or master of disguise advanced rogue talent to take on the appearance of a specific individual, you can fool divination magic and effects designed to locate the subject of your disguise as per the vigilante's any guise† social talent. In addition, you gain a +10 bonus on Bluff checks to act like that individual.

Unimpeachable Honor

Your devotion to your principles and your allies makes acting against them unthinkable.

Prerequisite: Iron Will.

Benefit: Whenever you are under the effects of a charm or compulsion effect and would be compelled to take an action that violates your fundamental nature, explicitly violates the strictures of your religion, or would be an act of an alignment that directly opposes your own (for instance, a chaotic or evil act if you are lawful good), you gain a +4 bonus on any saving throw or opposed Charisma check to resist that command or break free from the effect. Whenever you are compelled to attack an ally, you take a –4 penalty on your attack rolls and damage rolls.

Walking Sleight

You've developed your skills at picking up items while on the move.

Prerequisites: Deft Hands, Sleight of Hand 5 ranks.

Benefit: You no longer take the –20 penalty for attempting a Sleight of Hand check as a move action. You can attempt a Sleight of Hand check as a standard action in the middle of your move action.

Normal: You can attempt a Sleight of Hand check as a move action only by taking a –20 penalty on the check.

Willing Accomplice

Your well-placed support can aid friends and allies in maintaining their most precious secrets.

Prerequisites: Cha 13, Bluff 3 ranks, Sense Motive 1 rank.

Benefit: As a standard action, you can attempt a Bluff check to aid another's Disguise check. In addition, when attempting such a check to aid a vigilante ally in maintaining that ally's social identity (see page 9), a successful check grants that ally a +5 bonus instead of the normal +2.

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Mastering Intrigue

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Keep that dandy-slicer of yours handy," Shardra whispered. "Some of the folks in here are pretty rough company."

"So I see." Quinn glanced sidelong at a one-eyed dwarf who could probably count his teeth on his fingers.

Shardra caught the look and laughed. "Him? Nah, he's a big puppy. These are dwarven mercs, Quinn. A missing eye, a nasty scar—around here, those are your resume. No, the ones you have to worry about are the ones with no scars at all. It means either they're just that good, or else they're protected by something even scarier."

Quinn raised an eyebrow. "Let me guess—this is the part where I note that you don't have any scars, and you say 'Exactly.'"

Shardra smiled. "See, this is why I enjoy working with you."

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Mastering Intrigue

Any adventure can contain elements of intrigue, and even the most combat-filled dungeon crawl often benefits from breaking up the action with more nuanced encounters as a change of pace. Because it's less confrontational than physical combat, intrigue acts as a counterpoint to battles, and serves to highlight and strengthen a campaign's high-octane moments, helping tension to build slowly and naturally and creating satisfying storytelling moments.

All references to "an intrigue-based game" in the following section apply to a game that incorporates any amount of intrigue, from one with a splash of deviousness to a full-on political thriller.

Intrigue Systems

This chapter consists of new subsystems, new rules, and advice to add robust elements of intrigue to your game.

Influence: This rules system measures how characters gain influence and reputation with various organizations. Rather than boiling a social interaction down to just a skill check or two, influence creates a back-and-forth that plays out over a longer scene. It provides concrete rewards for engaging with such groups, which can be customized to fit your game.

Heists: This sections presents tips on organizing and running heists, such as running a con or penetrating a set of complex defenses to steal an object, rescue a person, or attain some other goal. This section also discusses the similar topic of infiltration.

Leadership: Expanding upon the Leadership feat, this section offers ways to incorporate leadership into the game so the PCs can attract hirelings and other followers. Discover advice on how leadership works in an intrigue-based game, and the role that cohorts and followers can take on in such campaigns.

Nemeses: To amp up the dramatic thrusts and parries of an adversarial relationship, the nemesis system adds nasty stratagems an enemy can employ against the party. This section also includes suggestions for how to escalate the animosity, as well as specific strategies and XP rewards.

Pursuit: For long-lasting chases that take several days, these new pursuit rules make the back-and-forth of such engagements fun and strategic, offering opportunities to gain edges over your pursuers or quarries.

Research: Obscure information lies hidden within great libraries and other repositories of knowledge. The research system gives a procedure for digging into the ancient tomes and gleaning those rare pieces of information.

Spells of Intrigue: Many spells cause problems with an intrigue-based game by enabling characters to easily detect lies, charm creatures who have needed knowledge, or otherwise bypass social interactions. This section talks about these spells both in general terms and in specifics for certain prominent spells.

Intrigue Elements

The following elements are ingredients that can help add intrigue to your game. You can use a single element to introduce complications into an otherwise low-intrigue game or session, or put several of them together to weave a complex web of intrigue throughout your campaign.

Even a group that's primarily involved in dungeon-delving might get embroiled in a power struggle back in the town where they make their home base, or be stuck between two rivals who attempt to use the PCs as cat's-paws. In a campaign that uses just one element for a bit of flavor, it's important to incorporate that element on a regular basis—but not necessarily every session.

Relationships and Loyalty

In an intrigue-based game, interpersonal relationships are spotlighted, and serve a variety of different roles and purposes. The way that people's reactions and feelings change with time and interaction is central to the plot in such a game, rather than something to ignore or skip through with a single roll. Relationships and loyalty can make their marks in a campaign in many ways.

Nonmonetary Rewards: Relationships with other characters and the perks and privileges granted by those relationships are fundamental rewards, equally or even more valuable than simple coin. The right friends can grant access to social events, give gifts, provide information, make problems go away, or perform various other favors on a character's behalf. Sometimes, a friendship can blossom into something more, and that can be its own reward.

Loyalties and Tension: All characters have their own agenda and loyalties, even those allied with the PCs. Characters act and respond to the events in the world around them in ways that serve their interests and match their worldviews. Some of the tension in such games comes from the uncertainty of how others will act, particularly at a decisive moment when conflicting loyalties clash. Can the PC thieves trust their friend in the guard not to crack when her commanding officer puts pressure on her, or will she reveal what she knows? Will the princess the PCs assisted in gaining the throne keep her promise to the PCs to grant asylum to witches now that she's queen, or will she backpedal to the more popular stance when the dukes threaten to secede? Will a PC's steward cave to the crime boss's threats against his kidnapped family and secretly embezzle from the PCs, or will he inform them and risk his family?

How NPCs react in these high-pressure situations also serves to characterize and humanize them. If an NPC sides with the PCs in any of these example situations, that NPC has made a powerful demonstration of loyalty to the PCs. If the PCs have been earning that loyalty as a reward, it will serve as reinforcement of the PCs' accomplishments. Either way, it's likely to impress the PCs and bring them closer to the NPC. Even if the NPC buckles, it doesn't make her a villain, and it could catapult her role into that of a reluctant adversary to the PCs with significant pathos.

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Betrayal: In contrast to a former ally being forced by circumstances and conflicting loyalties to act against the PCs' interests, nothing inspires hatred for an NPC quite like a good old-fashioned betrayal. Whether it's an NPC who hires the PCs under false pretenses as a means of setting them up or a seeming ally who is providing information to the enemy, a traitor ups the stakes and provides a powerful emotional response.

Of course, betrayal is much more interesting if it's the exception, rather than the rule. If NPCs betray the PCs too often, you undermine the campaign's focus on relationships by making the PCs regret the efforts they took to build up alliances with NPCs and earn their loyalty. The exception to this guideline is in a grittier, more cynical game where alliances are necessary to even survive but betrayal is the status quo. When you're running such a game, it is critical that the players know this in advance, or at least shortly after the first time they deal with the cynical and treacherous aspects of society. Even in such games, though the possibility of betrayal is ubiquitous and constantly on both the players' and characters' minds, not every relationship should end in betrayal, or it quickly loses its impact.

Hierarchies: Hierarchies are a structured system of loyalties, whether political, social, military, or another sort entirely. Progression up a hierarchy is a great way to track the nonmonetary rewards in an intrigue-based game. Hierarchies are also an excellent source of interesting plotlines and conflicting loyalties, from either direction on the hierarchy. Becoming a member of a hierarchy gives PCs a strong sense of belonging and reason to take actions and pursue an intrigue adventure. Enemies operating within a hierarchy make great opponents, as their membership in the hierarchy can be alternately a source of strength and a vulnerability. If the enemy and a PC are both members of the same hierarchy, things can become particularly interesting, as both characters are empowered and constrained by their places in the system.

Measures and Countermeasures

In intrigue-themed games, adversaries engage in clandestine activities and seek to prevent each other's actions. Just like in the real world, the invention of new measures and countermeasures leads to secretive and escalating clashes that roil under the surface, as each side seeks to exploit the other's vulnerabilities or shore up its own. In a fantasy world, these advancements can be both magical and mundane, from a new way of encoding information to a spell that bypasses the enemy's security. In this regard, it can be fun to include new spells, perhaps from an obscure spellbook, or even invented by a PC. After the PCs' adversaries catch on, though, they eventually devise a counter for it, and the cycle continues.

Be careful when using this element. Ideally, you want to have the PCs' adversaries participate in this intrigue arms race at about the same pace as the PCs do so that they seem like credible rivals, rather than incompetent pushovers. If the PCs aren't interested in this aspect at all, though, don't have the NPCs keep escalating. This advice is even true for the basic spells from the *Pathfinder RPG Core Rulebook*. The PCs and the precautions they take and expect are a bellwether of the approximate precautions the NPCs should be taking.

The exception is when trying to introduce the notion of measures and countermeasures to a play group that doesn't typically use them or that consists of new players who aren't familiar with all the spells and tools at their disposal. For such a group, the first time they learn about using basic countermeasures might be when an NPC has used them. For example, say the PCs begin an investigation of a crime at the request of an NPC; the NPC could start by telling the PCs what investigative measures he has already taken—and thus what countermeasures he suspects the perpetrator might have used. This introduces the PCs to those measures and countermeasures seamlessly as an established element of the game world, rather than an obstacle that comes out of the blue during play. With this sort of introduction planned, you can design a plot revolving around bypassing or exploiting those countermeasures from the outset.

The Importance of Appearances

In some games, success and failure are measured in the court of public opinion, and appearing to be a certain way is often more important than being that way. This leads to plenty of deception and betrayal, and can also lead to wars of popular belief, wherein both sides seek to paint the other as evil and subjective opinions hold sway over the truth of the matter. In these situations, it is important to be able to keep up appearances, which is a key skill set in an intrigue-focused adventuring party. The necessity of appearances often restricts certain actions a group can take, resulting in indirect, discreet, and unusual tactics, rather than rushing into an adversary's home and annihilating everyone with steel and spells. Using social pressure to restrict the actions under consideration is a great way to highlight the varied skills and abilities of each party member, as long as these restrictions make sense and fit into the way the situation is structured. For instance, if the PCs want to help the evil duke's younger sister stir up dissent against the duke by proving that the duke was guilty of murdering his majordomo, murdering the duke's loyal retainers and new majordomo would make the PCs look hypocritical (as well as like desperate maniacs), and so isn't a wise tactic. Similarly, if a certain type of magic, such as necromancy or compulsions, is illegal in a society, then it makes sense that the PCs must use those tactics sparingly to avoid their deeds being overshadowed by their unlawful uses of magic.

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Bargains and Compromise

In a campaign revolving around physical combat between good and evil, there's little room for compromise. But in an intrigue-based game, where each character acts according to her interests and loyalties, there comes a point where the writing is on the wall, at which a reasonable opponent offers a bargain rather than follow the struggle all the way through to destruction. These compromises might even offer the PCs more than they would get for destroying their foe, while allowing the foe to keep what's most important to her. In most campaigns, the PCs are going to win, but this sort of offer is a great opportunity for the PCs to establish their priorities and make a real decision about *how* they win. For example, suppose the PCs have a main goal of emancipating enslaved halflings, and during this conflict, the pro-slavery faction bribes an influential magistrate to make life difficult for the PCs. The PCs are able to turn the tables and discover damning evidence that could destroy the magistrate's career forever, so the magistrate offers the PCs a deal: if they withhold the evidence and allow her to keep her job, she'll use her influence to assist in halfling emancipation and give the PCs a strong advantage. Can the PCs trust her? Which is stronger, their desire to help the halflings, or their desire to see the magistrate get her just desserts?

The Power of Secrets

Secrets are powerful in any Pathfinder game, even ones entirely focused on combat, since discovering secrets enables characters to learn an enemy's strengths and weaknesses and plan accordingly. However, when you're using intrigue in your game, secrets are even more significant. In fact, a truly powerful secret can be a far greater reward than even a dragon's hoard. Secrets are tied into all the other elements of an intrigue-based game. They can destroy relationships and change loyalties, often to the advantage of the one who holds or releases the secret. Disclosing a secret can shatter someone's false appearance. For instance, no matter how high the PCs roll on Diplomacy, their words alone can't persuade the kind and faithful queen to help assassinate or oust her husband, an evil king who has convinced everyone—even his wife, whom he truly loves—that he is a good man. But if the PCs expose the king's dark secrets in a convincing way, then pull off a skilled effort to influence the queen, they just might succeed. Secrets are also part and parcel of blackmail plots, which can lead to fascinating bargains and backroom deals. Of course, though using extortion might earn you an ally of sorts, such alliances are built on ill will. Because of the dangers of leaked secrets, protecting secrets is a main impetus of the arms race of measures and countermeasures mentioned earlier. And, of course, sometimes the most dangerous thing a character can do is discover a secret that someone powerful doesn't want anyone to know.

INTRIGUE THEMES

If intrigue elements are ingredients, then the following intrigue themes are sample recipes that combine those components in various specific ways, opening the door to adventures and campaigns that delve deeper into the world of intrigue than ones that contain a mere sprinkling of elements here and there.

A Game of Nobles

Adventuring among the double-dealing and self-serving schemes of the nobility combines the Relationships and Loyalty, The Importance of Appearances, Bargains and Compromise, and The Power of Secrets elements. Whether the PCs start off as members of the nobility, guards and servants seeking to improve their status and fortune, illegitimate children hoping to claim their noble parents' titles, or simply adventurers hired by the wrong noble house, they quickly become tangled up in a tapestry of power and betrayal. In this theme, since the major players exercise great influence, the stakes are extremely high, allowing even lower-level PCs to become big movers and shakers as long as they are experts at playing along. When using this theme, it is understood that everyone has their own agendas and attempts to increase their personal standing, so self-serving actions are the status quo, whereas moments of true sacrifice and loyalty are rare and touching. With the shifting tides of politics, an enemy today can be a friend tomorrow, and it's likely that many characters will be neutral on the good/evil axis, or at least only mildly good or evil, muddying the waters and making the choice of whom to support less obvious.

The Criminal Underworld

Though it can benefit from the use of other elements, a campaign set in the criminal underworld is fundamentally built around the tensions from the Relationships and Loyalty, Measures and Countermeasures, and Bargains and Compromise elements. The importance of maintaining a positive public appearance keeps a noble from engaging in too many illicit activities, but a crime boss isn't limited in this way. In the criminal underworld, the relationships a character builds and her loyalties and reputations are the main things keeping her alive.

Adventures exploring the criminal underworld tend to involve nongood PCs with a central goal of acquiring money and power. However, it is certainly possible to have a group of well-intentioned outlaws in the vein of Robin Hood fighting against a corrupt government or trying to aid the oppressed. In this case, navigating the criminal underworld is even more challenging and dangerous, as the PCs might find that their moral qualms make bargaining and building trust and reputations among other criminals more difficult.

An engaging criminal campaign often involves heists, cons, and other underhanded antics. In these cases, the Measures and Countermeasures element rises to the

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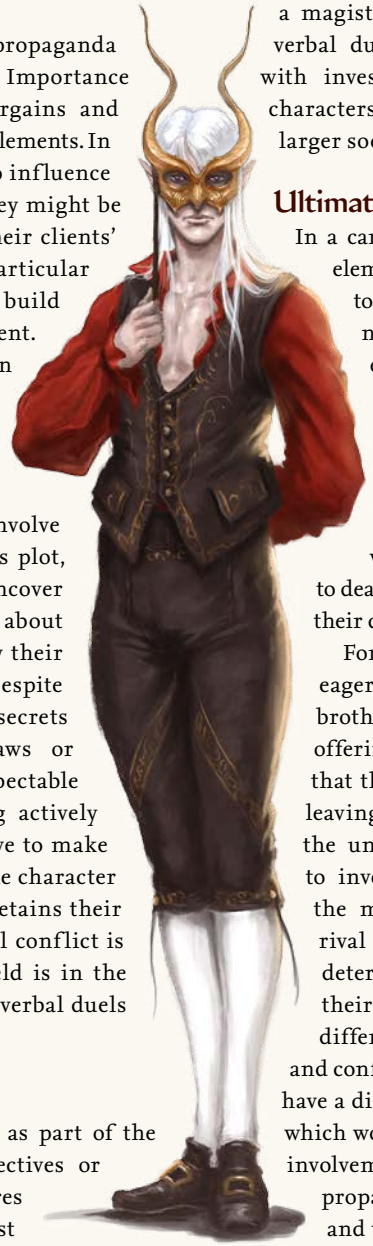
forefront, and the PCs must scout adversaries' defenses and come up with a plan to circumvent them or exploit their flaws and weaknesses.

In a campaign with this theme, the hidden world of criminals lurks under the surface of even the most harmless places and people. A benevolent group of healers who cross national borders to help cure disease outbreaks might contain an element that smuggles in illegal alchemical substances. A sheriff renowned for eliminating most of the gangs in a city might have been working under the patronage and assistance of the gang that stood to gain by taking over its rivals' territory and operations. The PCs, as people in the know, experience this secret underbelly wherever they go and live in this shadowy realm of murky morals. Even if they start with good intentions, it is easy for them to become cynical about the world around them.

War of Propaganda

A campaign that features wars of propaganda and public opinion centers on The Importance of Appearance, flavored with the Bargains and Compromise and The Power of Secrets elements. In a game using this theme, the PCs seek to influence public opinion in a particular way. They might be political fixers who seek to improve their clients' image, or they might be lobbyists for a particular political movement attempting to build and garner support for that movement. Either way, the PCs become involved in managing information (particularly damaging secrets) and forging temporary bargains and alliances in order to further their cause. Unlike many other types of adventures that involve PCs discovering a secret and nefarious plot, in a propaganda war, the PCs must uncover and decide how to use damaging secrets about the opposite side. They must also bury their own secrets and those of their allies. Despite being politically damaging, these secrets usually arise from humanizing flaws or lapses in judgment in an otherwise respectable ally, rather than from the ally being actively nefarious. However, the PCs might have to make a hard choice if a legitimately despicable character offers them the support they need or retains their services. In a war of propaganda, social conflict is nearly a given, and since the battlefield is in the court of public opinion, influence and verbal duels are likely to play a part as well.



Law and Order

In a campaign where characters serve as part of the criminal justice system, such as detectives or lawyers, Measures and Countermeasures and The Power of Secrets are the two most important intrigue elements. Much like investigative or courtroom TV shows, games using this theme tend to be somewhat episodic in nature, with a "mystery of the week" or "case of the week," though they still likely carry a significant plotline that keeps popping up over the course of the campaign.

For a group of detectives, mysteries involve unraveling the holes in the criminals' countermeasures against detection, mirroring the way criminals seek to defeat the countermeasures defending their targets. Each mystery might draw the detectives deeper into a web of intrigue and connected plots, and they might be forced to make a hard decision when their investigations unearth disturbing truths about those around them.

Lawyer characters often also dip into investigation as well, but they focus on finding the vulnerabilities in their opposition's case. A court proceeding before a magistrate or jury might involve one or more verbal duels between the attorneys, interspersed with investigation and interactions between the characters involved, with the case itself being a larger social conflict.

Ultimate Intrigue

In a campaign that fully embraces all the diverse elements of intrigue, all of the above themes come together. On the one side, there are scheming nobles seeking to gain advantage, and on the other side, the underbelly of the criminal underworld, with people like political fixers, lobbyists, and law enforcement all caught in between—supporting, using, and being used in turn by both sides. The PCs must navigate these treacherous worlds, facing difficult decisions about how to deal with their divided loyalties or putting aside their differences to deal with a common threat.

For instance, suppose that an evil duchess, eager to usurp the throne from her older brother, enlists the aid of a major crime family, offering magical assistance to the malefactors so that they can murder a series of nobles without leaving evidence. The party might consist of the unlikely alliance of the detective assigned to investigate the murders, the son of one of the murdered nobles, and the daughter of a rival crime boss. All three of them would be determined to traverse the web of intrigue for their own reasons, but each comes from such a different world that there's bound to be tension and conflict when those worlds collide. Each would have a different set of resources and contacts, all of which would be necessary to unearth the duchess's involvement and then cut through her lies and propaganda to prove what she did to the people and to her brother, the king.

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Influence

Jockeying for position and favor is natural part of human social dynamics, as common in the armies of high-minded crusaders as in the courts of wicked nobles. The resulting web of allegiances lies at the heart of any intrigue-focused campaign, with individuals scheming to gain allies while undermining their enemies' support. To represent these machinations, this section introduces two influence systems: one for individual influence and one for organizational influence. The first system provides a dynamic framework for social encounters in which the PCs gain or lose the favor of key NPCs, as well as a mechanic for calling in debts. The second system models the way the PCs' actions affect their clout within allied organizations, and how far organizations at cross-purposes with the PCs will go to undermine them.

Individual Influence

The most common model for social encounters involves a single exchange involving a Bluff, Diplomacy, or Intimidate check. The following influence system serves as a more robust replacement for that basic system. It also encourages the entire party to participate in a social encounter, and can be used in encounters with multiple NPCs. In the individual influence system, participants try to change the targets' opinions or court favor by succeeding at a variety of checks unique to each individual target. Known as influence checks, these are usually skill checks, though other types of checks may suffice, as an NPC may be especially impressed by other qualities, such as drinking ability or martial prowess.

In this system, a social encounter is divided into one or more phases. The length of a phase is flexible, and typically lasts 15 minutes to 1 hour—long enough for each PC to perform several minutes' worth of actions per phase that are unrelated to influence checks (such as investigating a murder scene or surreptitiously defeating an assassin) without forgoing their chances to participate in the social encounter. GMs should determine beforehand how many phases a social encounter will last, thus determining how many chances the PCs will have to influence or learn about their targets—generally two to six. The GM should also determine whether the PCs' actions can win them additional phases. For example, seducing a baroness or forestalling her carriage may both earn the PCs an extra phase in which to win her favor.

At the beginning of a phase, each PC selects an NPC. During each phase, a PC can either try to directly influence the NPC via an influence check, or attempt to learn more about that NPC with a discovery check—a check to learn about an NPC that can help with future influence checks during the same social encounter. The kinds of checks required for an influence check or a discovery check, known as influence skills, are unique to each individual. The PCs can learn an NPC's influence skills through successful discovery checks (see Discovery Checks); otherwise, they must guess.

Discovery Checks

Each PC who attempts a discovery check rolls separately, even if multiple PCs attempt to discover information about the same NPC during the same phase. This represents the PCs forming their own separate opinions and analyses.

At the beginning of the social encounter, each PC can attempt a relevant Knowledge check to recognize particularly prominent NPCs (see the sidebar on page 104 for DCs). If any PC succeeds at this check for an NPC, then all PCs gain a +4 bonus on their discovery checks involving that NPC. Before attempting a discovery check, a PC chooses whether to try to learn the NPC's strengths, the NPC's weaknesses, or the skills that can be used to influence him. Each type of discovery check has its own requisite skill and DC. Sense Motive often works as a discovery skill, but it may not be the best choice because it's so general. When a PC chooses to attempt a discovery check, the GM should tell the player the possible types of skill checks for each kind of discovery check (though not the DCs), and let her pick which to attempt. If a discovery check relies on a Knowledge skill, it requires observation in the current moment, not static knowledge.

A PC who succeeds at a discovery check learns one of the skills that can influence the NPC (starting with the skill with the lowest DC), one of his strengths, or one of his weaknesses. For every 5 by which the PC exceeds the DC, she learns an additional influence skill, strength, or weakness. Thus, a withdrawn but observant character can provide allies with a significant bonus (or help them avoid significant penalties) on future influence checks, making her as important to the group's success as PCs who prefer the spotlight.

Influence Checks

Without a successful discovery check, a PC attempting an influence check must guess what an NPC's influence skills are. A PC generally gains no benefit or hindrance when using a skill that cannot influence the NPC, though the GM may rule that multiple fumblings annoy the target and impose penalties on future rolls. Guidelines for setting influence check DCs appear in the sidebar on page 104.

The PCs usually must succeed at more than one influence check to sway an NPC. No matter how many PCs speak to the same NPC, only one check to influence that NPC can be attempted during that phase. Additional checks serve as aid another attempts tied to the principal check. Succeeding at an influence check by a substantial margin provides additional benefits. Succeeding at an influence check by 5 or more counts as succeeding at an influence check and a discovery check (the PC chooses whether to learn one of the skills that influences the NPC, one of the NPC's strengths, or one of the NPC's weaknesses after the check is rolled instead of before the check, but the check otherwise functions as a successful discovery check). Succeeding at an influence check by 10 or more allows the PC to choose between gaining the benefit of succeeding at two influence checks or the benefits of an influence check and a discovery check (as if she had succeeded by only 5 or more).

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Failing an influence check by a substantial margin makes it harder to influence the target in the future. If a PC fails an influence check by 5 or more, she cannot attempt to influence that NPC using the same skill for the remainder of that social encounter. A PC who fails an influence check by 10 or more cannot influence that NPC for the rest of the social encounter at all. For example, if the NPC's influence skills are Diplomacy and Knowledge (arcana), a PC who fails a Diplomacy check against that NPC by 5 or more can still attempt to influence the NPC with Knowledge (arcana). These restrictions also apply to aiding another—a PC who fails by 10 or more irritates the NPC to the point that the party can no longer take advantage of her assistance.

A PC doesn't necessarily realize whether or not she has succeeded at an influence check unless she succeeds by at least 5, but a character always knows when she has achieved the maximum possible influence over an NPC. Some NPCs might act as if they were being influenced even if they have no intention of listening to the PCs.

The GM may wish to limit the number of PCs who can interact with a single NPC during a phase. After all, the NPC can hold a conversation with only so many people at once, and if six characters cluster around, the interaction may seem more ominous than intended. Limiting the number of PCs who can simultaneously interact with an NPC to two or three (with the other PCs attempting discovery checks or focusing on other NPCs), helps the encounter flow briskly and prevents a single PC from taking too much of the spotlight.

Once the PCs succeed at a certain number of influence checks, they gain sway over that NPC, changing his opinion on an issue, earning a favor, or otherwise gaining some benefit or removing an obstacle.

Before a Social Event

If the PCs know which NPCs they need to influence in advance, they can seek out information to assist them in doing so ahead of time, potentially gaining information from the social stat block before the encounter. To represent the results of such preparations, each PC can attempt one Knowledge-based discovery check in advance with a –5 penalty. The GM can allow other discovery skills to work, but Sense Motive should never work in advance unless the PC is actively stalking the NPC, which might require additional Disguise or Stealth checks and could lead to negative consequences. If the PCs attempt a discovery check against a particularly prominent NPC in advance, the PCs can attempt the Knowledge check to receive a +4 on the discovery check in advance, as well (see Discovery Checks on page 103).

Active Opponents

The PCs may not be the only ones seeking to influence prominent NPCs. An opposing party of NPCs at the same event can place additional pressure on the PCs to complete their task. Once either the PCs or the opposing party gain sway over an NPC (see Benefits of Influence on page 105), the other group can't attempt further influence checks during that event. If the two groups are actively opposed, one group's successful check causes the other group to take a cumulative –2 penalty on subsequent influence checks against that NPC, which can change the strategies the PCs might use. For instance, if the PCs notice the other group talking with a particular NPC, they have to decide whether to try to influence that NPC (thus foiling their rivals) or to yield that NPC to the other group and focus on influencing other NPCs.

Influence and Magic

PCs can also use magic to assist in gaining influence over key NPCs. In most cases, casting mind-affecting or other intrusive spells is socially unacceptable or even criminal, so PCs who wish to use such magic should use discretion. Whenever a PC (or NPC) casts a spell, NPCs with the Spellcraft skill attempt to identify that spell. Even NPCs unfamiliar with magic are likely to assume that spells are intended for mischief, unnatural control, or other selfish

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Discovery and Influence Check DCs

The appropriate DC for an influence check depends upon several factors. The table of standard influence DCs listed below provides a baseline for DCs for each average party level (APL). These DCs should be relatively easy for the PCs as a group (particularly those with access to aid another and the benefits from discovery), and they are generally appropriate for the skill that is most effective at influencing an NPC. To generate a typical influence check DC, add 5 to the base DC; add 10 to generate a difficult influence check DC. The DCs for skills in which many PCs have extremely high bonuses, such as Diplomacy and Perception, should be increased further to compensate. An NPC who is hard to influence might use the typical and difficult DCs for her influence skills, or possibly even higher DCs.

If a major event takes place during the social encounter, consider whether any of the NPCs' influence DCs should change in response to the event. For example, if someone breaks into a sealed vault containing priceless treasures during the social encounter, law-abiding NPCs who suspect the PCs committed that crime become harder to influence.

APL	Base DC	APL	Base DC
1	11	11	26
2	13	12	27
3	14	13	28
4	15	14	30
5	16	15	31
6	18	16	33
7	19	17	34
8	20	18	36
9	22	19	38
10	24	20	40

ends. The most common schools of magic used in social situations are divination, enchantment, and illusion.

Divination spells can assist the PCs in similar ways to a discovery check. Spells such as *detect magic* and *identify* reveal active spells and magic items. Spells and items far beyond the reasonable means of an NPC may indicate that NPC is hiding something, or is more than she seems. Alignment-detecting spells reveal whether someone has an unusually strong or unexpected aura. Other divination spells, such as *detect thoughts*, pry directly into a target's mind, and can provide valuable clues at the GM's discretion, most commonly replicating a successful discovery check.

Enchantment spells and effects are extremely effective tools for increasing influence, but their use is dangerous. When cast during a social encounter, spells such as *charm person* grant a +5 circumstance bonus on influence checks in place of their normal spell effects, as long as the target fails the saving throw and remains unaware that she is under an enchantment effect. More powerful enchantments such as *suggestion* are unhelpful for gaining influence, since they compel limited actions for a time and then stop. Spells such as *geas/quest* or *dominate person* might obviate the need to sway an NPC, but the magical influence is obvious to many people interacting with the NPC. People typically react poorly to realizing that enchantment magic has been used on them. The consequences of getting caught range from the offending PC being unable to attempt further influence checks against that NPC at that social event, to the whole party being unable to attempt further influence checks against that NPC during that event, up to the party being kicked out of the event entirely or charged with a crime.

From innocuous glamers—such as magic that sustains illusory finery—to spells disguising an individual as a different person, illusion spells are versatile tools of deception. Many illusions that allow a saving throw require the viewers to study the illusion carefully or interact with it before they attempt a saving throw. In the context of the influence system, the first time a PC interacts with an NPC during a phase, the PC and the NPC each receive a saving throw against the other's relevant illusions, as they are assumed to be studying each other carefully at some point during the first exchange. After that, participants generally become more complacent in the way they examine each other, so they receive saving throws against only illusions dealing with particularly specific aspects of their interaction. For example, a glamer to make a dress look nicer would grant a saving throw during the first phase of interaction, but it usually wouldn't recur in later phases unless the topic of the dress came up in conversation.

Secret Identities and Hidden Allegiances

When an NPC is being deceptive, it is possible that the PCs never discover the NPC's true allegiance—even in the case of a recurring villain, as such an NPC's exceptional skills may render his deceptions undetectable until later in the campaign. While Perception and Sense Motive checks are often used to oppose Disguise and Bluff checks, sometimes another skill might be more useful in discerning an impostor. For example, someone pretending to be a noble of a certain house could accidentally reveal his deception through his ignorance of facts that the noble should know.

The PCs themselves may also be interested in using secrecy and trickery. A PC may even be present at a large social event under more than one identity at the same time. All participants each typically attempt a Sense Motive and Perception check upon first encountering a deception and can attempt another check only if new lies or disguises are introduced during the event. However, each time a PC makes a claim or takes an action that seems implausible for the person she claims to be, nearby opponents can attempt another opposed check.

Divided Parties

In general, this influence system assumes that the PCs share roughly the same goals, and that the party shares the total number of successful influence checks. Games developed

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around intrigue can produce unusual situations, though, and it is possible that the PCs may be split into groups working at cross-purposes, or, more likely, toward unrelated goals, where each purpose is separate but not in direct conflict. For example, Valeros and Seelah may want to influence the NPCs in the king's court to support a war against the necromancer queen of a neighboring land, while Kyra and Ezren want to influence those same NPCs to gain support for Kyra to marry the princess. In such cases, each groups' number of successful influence checks should be tracked separately; if their goals are unrelated rather than conflicting, one group's influence over an NPC doesn't take that NPC out of play for the others, as it would for an opposing group.

Benefits of Influence

In a single encounter, the goal is often to convince an NPC to perform a specific favor. In longer-term social engagements, the PCs may need to build toward larger goals. Each time the PCs sway an NPC using the influence rules (gaining the number of successes listed in the NPC's social stat block), they increase their influence level over that NPC by one step. For instance, if the PCs are unknown to an NPC who requires 3 successes to influence, after 3 successes, the PCs succeed in winning some of their target's trust and thus increase their influence level from no sway to minor sway. An NPC the PCs have not yet influenced typically treats them as strangers.

No Sway: The NPC treats the PCs as any group of strangers.

Minor Sway: The NPC might perform small favors for the PCs that do not involve a significant expenditure of resources. The NPC speaks favorably about the PCs to others. The NPC does not interfere in the PCs' plans unless they conflict with her goals.

Moderate Sway: The NPC might perform favors for the PCs that require some of her own resources or are time-consuming, as long as they do not threaten the NPC's overall interests. The NPC actively seeks to convince people to work with the PCs. If the NPC's plans conflict with the PCs' goals, the NPC tries to work with the PCs to find a mutually acceptable resolution to the conflict.

Major Sway: The NPC assists the PCs with tasks that pose a significant risk to her position or status, and depending upon the circumstances, may risk her safety for them. The NPC advocates for the PCs, even when doing so is unpopular, and she undermines the PCs' enemies. The NPC concedes a personal goal in order to allow the PCs to move forward with one of their plans, as long as they provide a suitable alternative.

Not all favors are reasonable, no matter how much sway the PCs gain over an NPC. For example, asking a cleric to betray her deity typically falls outside of the bounds of influence. Similarly, reaching the higher levels of influence should become increasingly difficult; the check DCs and the number of successes required increases by 2 for each progressive level of influence. Just as some NPCs are impossible to influence in a certain encounter, some NPCs will never become particularly friendly with the PCs, who cannot exercise more than moderate or even minor sway over them.

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GMs also can use the influence system instead of Diplomacy to modify NPC attitudes. In this case, rather than using influence levels, each time the PCs successfully sway an NPC, the NPC's attitude toward the PCs improves by one step. Most NPCs start at indifferent or unfriendly. An NPC whose attitude is not at least indifferent will always refuse requests for aid.

Countering Influence

A character can attempt an influence check with the goal of lowering an enemy's influence level over an NPC rather than raising her own. The DC for this kind of influence check is based on the enemy's influence level with the NPC in question. The sabotaging character gains a +2 bonus on these checks if she has minor sway over that NPC, a +4 bonus if she has moderate sway, or a +6 bonus if she has major sway. Sabotaging an NPC's influence level requires as many successes as the enemy would need to increase his influence level with that NPC. A sabotaging character who knows of an NPC's strengths can use that knowledge to ascribe unfavorable characteristics to the enemy she hopes to sabotage. If these disparaging descriptions are true (or if the NPC believes them to be true), the saboteur gains a +2 bonus per strength on influence checks to counter the enemy's influence.

This mechanic is appropriate when the saboteur and the enemy she is trying to sabotage are on roughly equal footing, or when the saboteur has a higher level of influence. A saboteur wishing to erode the influence of a far more trusted individual, such as a group seeking to convince a queen that her closest advisor is betraying her, either cannot attempt to lower the trusted individual's influence level without first gathering substantial evidence against the advisor, or might not be able to lower the advisor's influence level at all in some circumstances.

For example, suppose Merisiel has achieved moderate sway over the mayor, and Ezren has achieved minor sway over the mayor. The DC for Ezren to influence the mayor with Diplomacy is 23, with two successful checks required, and the DC for Merisiel to influence the mayor with Diplomacy is 27, with three successful checks required (since it is harder for her to move from holding moderate sway to major sway). If Merisiel wanted to lower Ezren's influence over the mayor from minor sway to no sway, she would need to succeed at two DC 23 Diplomacy checks, with a +4 bonus from her moderate sway, to make a persuasive case that Ezren should not be trusted. Since the mayor is deeply religious, Merisiel reminds the mayor of Ezren's detachment from religion to gain another +2 bonus. On the other hand, if Ezren wanted to lower Merisiel's influence level with the mayor, he would need to succeed at three DC 27 Diplomacy checks, with a +2 bonus from his minor sway.

Neglect

Over time, a PC's influence over an NPC is likely to wane if the PC doesn't keep in contact with her (and continue making influence checks every once in a while), depending on the influence's nature. Generally, the higher the influence level,

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the more effort the PC must commit and thus the faster the influence degrades with neglect. However, if the PCs achieve major sway over an NPC because she becomes deeply indebted to them, at the GM's discretion their influence level may not degrade until the NPC feels she has repaid that debt, making it a matter of favors rather than time.

Social Stat Block

For social encounters, GMs should build social stat blocks for important NPCs. Social stat blocks are very flexible, and can include any information relevant to the encounter, though most include the information below. Examples follow on pages 108–109.

Name: The NPCs' name, alignment, and established class.

Affiliation: This notes the NPC's loyalties.

Secret Identity: Some NPCs have secret identities. There may not be any skill checks that would allow the PCs to detect such a secret identity (in which case no checks are listed), but if the NPC is disguised or the PCs have met this NPC before under another name, the skill check necessary to uncover the truth is listed here.

Background: This is a brief description of this NPC's history and how she is relevant to the PCs.

Recognize: This is the check required to recognize the NPC by reputation or fame.

Appearance: This is a description of the NPC, including any characteristic features.

Introduction: This section describes how the NPC introduces herself to the PCs (or perhaps, how a herald or mutual acquaintance introduces them). The introduction should generally include hints about which skills are used for influence checks against this NPC, and may include an in-character quote, if that is helpful.

Personality: This is a short description of the NPC's personality and demeanor or a list of adjectives that describe the NPC's behavior. The more NPCs are present in a social encounter, the more important it is to make them distinctive so that the players can keep them straight.

Goals: This is a list of the NPC's public goals.

Hidden Agenda: If your game utilizes intrigue, it's unlikely that all NPCs are entirely up front about their goals. Any particularly secret objectives are found in this section, rather than in the goals entry.

Biases: Some NPCs have biases—subtle attitudes that influence an encounter. For example, an NPC may think favorably of half-orcs and be suspicious of elves. If the NPC's biases affect a PC, apply a +2 or –2 circumstance modifier on that PC's influence checks, depending on whether the bias is in the PC's favor or not. If an NPC is strongly biased for or against a PC, the modifier may be even greater, but such strong biases are readily apparent. PCs can detect a bias with a successful DC 20 Sense Motive check.

Skills and Saves: Only a few of the NPC's skills are likely to be relevant. Sense Motive and Perception are almost always necessary. If the NPC is hiding something major from the PCs, Bluff and Disguise are also important. This section should also include Spellcraft and likely saving throw modifiers if the spellcasting might occur during the event; Will saving throws are the most common for intrigue-related spells such as *charm person* or *detect thoughts*.

Analyze: A PC who succeeds at the listed check learns details about what skills or checks can influence the NPC. Each sentence should contain the information a single successful discovery check reveals.

Strengths: An NPC may be particularly resistant to certain tactics; such tactics are referred to as that NPC's strengths. For example, a person with little patience for flattery may think less favorably of someone who showers her with compliments. The skills and DCs required to discover these strengths are listed here. A PC who incorporates an NPC's strength into an influence check takes a –4 penalty on the check. Knowledge of an NPC's strengths can be a powerful tool for sabotaging someone else's attempt to gain influence over her—see the Countering Influence section on page 107 for more information.

Weaknesses: Most NPCs have at least one weakness. A weakness could be a deep-seated secret or insecurity, or a hobby that the NPC can talk about for days on end. The skills and DCs needed to discover these weaknesses are listed here. For each weakness a PC incorporates into her influence check, she gains a cumulative +2 bonus.

Influence Skills: The skills and DCs for each influence check are listed here. If a skill isn't listed, it normally doesn't work at all, but if a player presents a strong narrative reason why a skill should work, his GM can add it to the list. Diplomacy and Bluff are usually on the list of possible skills. If Diplomacy isn't on the list of skills, there should be a reason in the NPC's personality. For example, an NPC who intensely dislikes small talk and only wishes to converse only about arcane theory may not respond to Diplomacy. However, Diplomacy is rarely the best skill with which to influence someone; the DC of Diplomacy checks to influence an NPC is typically higher than the DC when using skills tailored to the NPC's personality or interests. GMs should keep the PCs' skills in mind when designing a social encounter so each PC has a way to contribute. Not every NPC can necessarily be influenced, in which case discovery checks reveal that the NPC is a lost cause.

Successes Needed: This lists the number of successful skill checks the PCs need to sway an NPC's opinion.

Favor: The NPC might ask a favor of those he trusts. If so, a short description of the favor and what the PCs must do to accomplish it is listed here, as well as the benefit the PCs gain from successfully performing the favor.

Events: This is the place to describe external events that affect the PCs' ability to influence this NPC, anything from the NPC leaving an event early to the NPC becoming suspicious of the PCs after someone robs her manor.

Benefit: This section details what the PCs gain if they sway this NPC.

Penalty: This section details what the PCs lose if they antagonize this NPC (if antagonizing her is possible).

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Using the Individual Influence System

Individual influence is great for situations such as high-stakes auctions, political lobbying, or convincing a guard to let the PCs go after they are framed and imprisoned. The following example uses the influence rules as the framework for a classic murder mystery.

Setting the Scene

The PCs have been invited to a day of festivities at the estate of the hostess to discuss trade agreements and access to exotic markets. The hostess meets the PCs when they arrive late at night, sharing a drink with them before asking a servant to show them to their rooms in the nearby guest house (allow a single phase of influence or discovery checks against her during this time for the ostensible purpose of trade agreements). However, by the start of festivities the next morning, disaster strikes. A few minutes after the PCs and other guests begin arriving for breakfast, greeted by the hostess's second husband, the butler discovers the hostess's body. A brief argument ensues, with all the NPCs (and possibly the PCs as well) bickering about who should investigate and who might just be trying to hide evidence of the crime. Eventually, the NPCs agree that guards should accompany every person who leaves the drawing room, and the opportunity for influence begins. The PCs have a total of four phases in which to influence the NPCs and conduct their own investigations (under the guards' watchful eyes).

What Happened?

The hostess's close friend is in serious financial trouble, which she has hidden, continuing to present a veneer of wealth. To fund her continued lifestyle, she began to steal from the hostess. When the hostess caught her in the act, the close friend lashed out with a nearby object and accidentally killed the hostess. Horrified at what she had done and afraid of being caught, the close friend cleaned up the blood, then activated a *scroll of dress corpse* (see page 212) from the hostess's first husband's supply of scrolls, applied poison stolen from the butler's supplies, and moved the body to the bedroom, all while avoiding the night guards through her careful study of their patterns used to assist her previous larceny.

The Value of Influence

Influenced NPCs allow the PCs access to additional clues or restricted areas, as mentioned in their social stat blocks.

Dramatis Personae

The following characters are available for influence during the murder mystery (the hostess is not available, as she is dead): the spy, the butler, the close friend, the rival investigator, and the second husband. The spy is the most complicated (since she has a secret identity), and her social stat block can be found below. The others have descriptions to assist in building their social stat blocks.

The Spy

CN female human rogue

Affiliation The spy is ostensibly a minor member of a little-known noble house.

Secret Identity The spy is really an agent for a morally dubious merchant consortium.

Background The spy claims to be a representative of a fictitious noble house that she invented to gain access to the hostess's estate and gather information for her patron. Although she was spying on the hostess's house, she views her actions as strictly professional. She bore no ill will toward the lady of the house, and is horrified by her death.

Recognize Knowledge (nobility) DC 20 to recognize her noble cover identity (as she has been seeding stories about her cover identity and the family she invented).

Description

Appearance This middle-aged human woman wears a rich green noble's gown, a set of valuable but tasteful emerald-and-gold jewelry, and a pair of gold-filigreed shoes. She carries a silk fan that matches her gown.

Introduction If at least one of the PCs appears to be a noble, she introduces herself to that PC the morning after the murder. She is visibly distraught at the hostess's death, and waves her fan briskly in an attempt to get more air. She (truthfully) explains to the PCs that she has been to several of the hostess's parties, and was looking forward to furthering the alliance between their houses. If none of the PCs appears to be a noble, she remains aloof until a PC approaches her.

Personality The spy is cunning, haughty, and secretive.

Goal Ensure that the murderer is found guilty.

Hidden Agenda Ensure that her own snooping in the house's records does not come to light, and if it does, that she does not take the fall for the murder.

Biases The spy has a bias toward merchants and nobles (+2) and a bias against agents of law, such as paladins, lawyers, and guards (–2).

Skills Bluff +16, Disguise +16, Perception +15, Sense Motive +15, Sleight of Hand +12

Discovery

Analyze (Sense Motive DC 20) The fastest way to gain the spy's respect is to demonstrate skill at trade (Profession [merchant]). PCs who succeed at a Knowledge (nobility) or Bluff check to impress her with their civility can influence her. She is impressed by dexterous parlor tricks and skilled legerdemain involving Sleight of Hand. Finally, the spy is well versed in persuasive arguments and sweet-talking, so Diplomacy is the most difficult way to influence her.

Strengths (Sense Motive DC 20) The spy does not appreciate being intimidated or threatened, and her training as a spy has prepared her to deflect these approaches. A PC who includes a threat in an influence check against her takes a –4 penalty on the check.

Weaknesses (Sense Motive DC 20) The spy appreciates those who are not sticklers for the rules and who understand that business flourishes in gray areas. She also appreciates those

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who truthfully (or with a believable lie) claim that they don't suspect her of the murder.

INFLUENCE

Influence Checks Profession (merchant) DC 15; Bluff, Knowledge (nobility), or Sleight of Hand DC 20; Diplomacy DC 25

Successes Needed 3 checks

Benefit If the PCs influence the spy, she tells the PCs she heard a crashing sound from the direction of the drawing room on the night of the murder. She says she was having trouble sleeping that night, and was awake in her room. If the PCs present proof that she is lying about her whereabouts, she admits that she was in the records room—though she does not admit to her allegiance or what she was searching for in particular—and offers to aid the PCs in their investigation in exchange for their agreement not to disclose her activities that night.

Penalty If the spy learns that the PCs have discovered her snooping and that they are telling other NPCs, she plants a clue that implicates the PCs in the murder.

THE BUTLER

The butler is actually an accomplished alchemist, and thus also serves as a doctor. If influenced, she allows the PCs to search her private research room while she observes. The butler keeps poisons for medicinal purposes. The poison the real murderer used as a cover came from the butler's supply. The butler claims that some of her poisons and medicines have gone missing, however (which is true, since the close friend has been stealing medical supplies to sell). Until the PCs influence her, she suspects that the thief might have been the PCs.

THE CLOSE FRIEND

As mentioned earlier, the close friend is the murderer. She is genuinely distraught about the situation and full of grief over her friend's death. However, she does her best to avoid being caught. She feigns being influenced quickly (after one apparent success) and offers to help the PCs investigate or influence others.

THE RIVAL INVESTIGATOR

The hostess's accountant is also a fan of detective stories and fancies herself an amateur investigator. Extremely detail-oriented, she noticed the use of *dress corpse* (see page 212), keeping it to herself. She suspects the PCs because no one else present should have had access to the sort of magic adventurers do, and adventurers are known to kill people with weapons, rather than expensive poison. She is extremely antagonistic toward the PCs, attempting to deny them access at every turn. They can't influence her without sufficient evidence that they have been framed (evidence that they conclusively didn't plant), but once they do, she allows them access to the records room and shares the clues she has discovered so far (including the remains of the bloodstain at the true murder scene, if the PCs haven't noticed it yet).

THE SECOND HUSBAND

The second husband stands to inherit the hostess's vast fortune because she never had children. He is legitimately distraught by her death. The second husband is known to have insomnia and was out of his bedroom for the entire night. He was in the garden at the time of the murder, so he didn't notice anything. If the PCs gain sway over him, he allows them full access to the bedroom (the apparent murder scene).

ORGANIZATIONAL INFLUENCE

The organizational influence system provides the GM with tools to track the PCs' social cachet within organizations. Small organizations seeking to make their mark on society may allow the PCs a great deal of clout within them, but are limited in what they can offer. Large organizations, on the other hand, are typically more difficult to influence, but can bring much more power to bear on an area at large.

Influence Points and Ranks

The organizational influence system uses influence points to track the opinion of an organization concerning the PCs. When the PCs first interact with an organization, they typically start with 0 influence points, and hold no control over the organization's actions. If the PCs demonstrate their value to the organization, they can gain influence points, representing their growing ability to call in favors. If the PCs repeatedly fail or work against an organization, they lose influence points (see page 110 for the details of gaining and losing influence points. The PCs' influence point total with an organization can be a negative number—the lower the total, the more resources the organization is willing to commit to actively oppose the PCs.

The PCs' influence points help determine the number of resources an organization is willing to commit to help or hinder them, but it is not the only component of that calculation. If the PCs seek to build a positive relationship with an organization, they may find themselves limited in what benefits they can gain until they perform certain tasks. For example, most organizations limit the number of resources they commit to nonmembers, so PCs may need to officially join to gain access. On the other hand, an organization at odds with the PCs should not provide the same response to minor insults from the PCs as it does to the PCs crippling one of its major operations. The nine influence ranks presented below take into account tasks that the PCs may accomplish to pass to fundamentally alter their relationship with an organization (see Table 3–1 on page 113 for examples). To reach a new influence rank, the PCs must accumulate (or lose) a certain number of influence points, as decided by the GM, and perform any required tasks that the GM sets. See the sidebar Influence Thresholds on page 110 for guidelines on setting the required number of influence points for each rank. The possible influence ranks, and their meanings, are presented below.

Positive Ranks

At these ranks, an organization either doesn't care about the PCs or considers them allies.

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Influence Thresholds

The number of influence points required to shift from one influence rank to the next sets the pace for how quickly the PCs' power in organizations can change. The three main factors that play into setting influence thresholds are the length of the campaign, the interest level of the players in exploring their interactions with organizations, and the power and personality of the organization itself. Short story arcs generally require lower thresholds than long campaigns. Some groups of players would rather slowly earn influence within a difficult organization, while others would rather see how quickly their PCs can become powerful in multiple organizations. Finally, within a campaign, weaker organizations typically allow the PCs to gain influence ranks more quickly than prominent ones.

With all of these factors in mind, the following ranges provide guidelines for determining the number of total influence points a character must gain to reach positive ranks, or lose to reach negative ranks. These thresholds are for a weak organization. For a moderately prominent organization, multiply the numbers by 2. For a strong organization, multiply by 3, and for a preeminent organization, multiply by 4. For more details on deciding the prominence of an organization, see page 111.

Rank 1 or –1: From 1 to 5 total influence points.

Rank 2 or –2: From 3 to 8 total influence points.

Rank 3 or –3: From 7 to 12 total influence points.

Rank 4 or –4: From 13 to 18 total influence points.

Unknown (Rank 0): The organization either doesn't know who the PCs are, or does not believe they are relevant.

Known Ally (Rank 1): The PCs' actions have proven that they are aligned with the organization's goals. One or more PCs may be low-ranking members.

Respected (Rank 2): The PCs have performed significant services for the organization. Some low-ranking members of the organization look up to the PCs. One or more PCs are members of the organization in good standing.

Admired (Rank 3): Average organization members admire the PCs. Some low-ranking members may have strong loyalties to the PCs. The PCs have notable positions within the organization.

Revered (Rank 4): While the PCs are not the official leaders of the organization, they are key members. The PCs can direct and shape policy.

Negative Ranks

At these ranks, an organization actively opposes the PCs.

Known Opponent (Rank –1): The organization's opinion of the PCs is unfavorable. It may act against the PCs if they are interfering in its affairs, but the organization mostly focuses on its own goals.

Disliked (Rank –2): The organization commits some resources to targeting the PCs even when the PCs are not actively interfering with its goals, and retaliates when the PCs acts against it.

Hated (Rank –3): The organization seeks to discredit, humiliate, or kill the PCs, and commits substantial resources to doing so. However, the organization ultimately prioritizes its long-term power and stability over harming the PCs.

Hunted (Rank –4): The organization seeks to discredit, humiliate, or kill the PCs, and is willing to sacrifice enough time, resources, and lives to markedly weaken itself in the pursuit of this goal. Even the organization's leaders may risk their lives in pursuit of the PCs' downfall.

Gaining Influence Points

As the PCs perform tasks that benefit an organization, they gain influence points. Performing favors requested by an organization is the most effective way for the PCs to accrue influence points with that organization (see page 112). A typical favor earns the PCs from 2 to 5 influence points, depending upon how difficult and dangerous the favor is to complete. See the Favors section on page 112 for more details. The PCs can also accrue influence points with an organization by taking actions that coincidentally further the organization's interests. Such actions typically earn the PCs 1 or 2 influence points. For example, if the PCs apprehend a notorious jewel thief who has been stealing from their own coffers (as well as those of local nobles), they may gain an influence point with the local nobility. The PCs can also gain influence points by building trust with a member of the organization. The personal influence system found at the beginning of this section is one good way to create an encounter based around improving this NPC's opinion of the PCs, while the verbal dueling system on pages 176–181 is another. The number of organizational influence points that the PCs can earn from gaining the approval of a single NPC within the organization typically ranges from 1 to 5. Backing a rank-and-file member of the organization is worth at most 1 influence point, while the backing of one of an organization's leaders is worth 5 influence points, and may be worth more in extraordinary circumstances, at the GM's discretion.

Losing Influence Points

The PCs generally won't actively seek to lose influence points with an organization. However, the PCs' actions over the course of a campaign are likely to put them at odds with one or more organizations, and the PCs may inadvertently harm organizations that they do not wish to antagonize. Whenever the PCs actively sabotage an organization's interests, they lose from 2 to 5 influence points with the organization. If the PCs take actions that coincidentally work against the organization's interests, they instead lose 1 or 2 influence points. If the PCs horribly botch an attempt to perform a favor for an organization, they may similarly lose 1 or 2 influence points. If the PCs damage a prominent member's reputation or finances,

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they lose from 1 to 3 influence points, depending on the extent of the damage and the power that member wields within the organization. The PCs also lose influence points if they harm a prominent member of the organization. Killing members of any organization is a particularly effective way to lose influence. For most organizations, any time the PCs kill one or more members of an organization, they lose at least 5 influence points per incident. If the organization is a primary antagonist of the campaign or story arc, the GM may consider using the nemesis system on pages 136–141 to complement the organization influence rules, particularly if the organization is led by a single individual.

The most crippling blow to the PCs' reputation with organization is betrayal. To be considered traitors to the organization, the PCs must violate the organization's fundamental tenets while using the organization's own resources against it. If an organization that favors the PCs becomes convinced of the PCs' betrayal, the PCs immediately lose a number of influence points equal to twice their current total, essentially reversing their standing with the group. In general, the higher the PCs' influence rank, the more evidence the organization requires before it considers any accusations of treachery credible. If an organization declares the PCs traitors, it is possible (though difficult) for them to redeem their reputation. In general, this process requires the PCs to track down and discredit the source of the slanderous evidence. Doing so restores the PCs' original influence point total, and likely earns them additional rewards from the organization for unmasking the true threat against it. If they only partially exonerate themselves, they may regain some but not all of their influence points.

Organization Interactions

The PCs' interactions with organizations are often only a piece of a larger political tapestry. Alliances and rivalries between organizations shape how each organization reacts to the PCs' actions. If two organizations are rivals, they typically require the PCs to choose a side. The PCs may automatically lose influence points with one for supporting the other. For example, if the PCs perform a favor for one faction during a war and gain influence points with that faction, they lose an equal number of influence points with that faction's rivals. In less extreme circumstances, the PCs may lose half as many influence points as they gain.

While rivalries between organizations make holding split loyalties difficult, allegiances between multiple organizations can help the PCs accrue influence faster than they could otherwise, and provide the PCs with access to additional resources. If the PCs help or harm one of two allied organizations, treat them as coincidentally working for or against the second organization's interests for the purposes of the number of influence points the PCs gain or lose.

As the campaign unfolds, the web of alliances and rivalries between organizations may shift. A sudden shift in allegiances does not retroactively adjust the PCs' influence point total.

Prominence

An organization's prominence represents the political and social power of that organization in its home community or area of influence. The categories of prominence are weak, moderate, strong, and preeminent. In general, a weak organization can provide only simple assistance within its limited area of concern. Most weak organizations are eager to recruit new members to increase their prominence, though some appreciate the lack of attention they draw from outside forces. A gang of pickpockets is an example of a weak organization. In comparison, a moderate organization holds an established place in the power structure of its local area, and has some

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NPC Attitudes

The PCs' influence rank with an organization determines the typical starting attitude of members who have heard of the PCs. The starting attitudes of individual members may vary.

Hunted, Hated, or Disliked (Rank –2 or below): Hostile.

Known Opponent (Rank –1): Unfriendly.

Unknown (Rank 0): Indifferent.

Known Ally (Rank 1): Friendly.

Respected, Admired, or Revered (Rank 2 or above): Helpful.

connections and contacts with other local organizations. A thieves' guild is likely to be a moderate organization. A strong organization, on the other hand, may be at the top of the power structure for its area of concern, or it may be one of several organizations that hold power on a regional or national scale. The cathedral of a major deity in a state with multiple religious traditions is likely to be a strong organization. Finally, a preeminent organization is the undisputed head of the power structure in its sizable area of concern—the ruling body of a nation is an example of a preeminent organization, as is a merchants' guild that effectively controls trade in a large region.

Favors

Favors lie at the heart of the organizational influence system. When the PCs perform a favor for an organization, they can either gain influence points, or they can earn a favor from the organization in return. The PCs can spend favors that they have earned to gain benefits from the organization.

The PCs can slowly earn favors over time, after a certain number of sessions or amount of in-game time that is appropriate for the campaign. This rate also provides a guideline for modeling the behavior of organizations. Typically, this rate is an appropriate benchmark for how often allied organizations approach the PCs with requests, as well as how often opposed organizations act against them. In general, if an organization is willing to grant a benefit to the PCs when they have a positive rank with that organization, it is willing to grant that same benefit to someone acting against the PCs should they attain the corresponding negative rank.

Favors: Sometimes, tasks for the PCs to complete as favors to an organization arise naturally out of the events of the campaign. However, at other times, the PCs may actively seek to assist an organization at a time when such tasks are not so forthcoming. The 28 favors on Table 3–1 on page 113 are generic enough to apply to almost any organization. Some of the tasks near the top of the chart are too inconsequential for established members, while the tasks at the bottom of the chart are too significant for initiates. To use this chart, roll a d20, and add twice the PCs' influence rank to the result.

Benefits: Each organization provides its own unique set of possible benefits to the PCs based on their influence rank. The PCs can spend a favor that they have earned to gain one of the benefits that they have unlocked. Some benefits become free once the PCs become sufficiently influential in an organization, allowing the PCs to make use of them without expending a favor (see Benefits on page 113).

Clandestine Operations

The base organizational influence system assumes that the PCs act as a unified group and do not take extraordinary effort to conceal their identities and activities. In an intrigue-based campaign, these assumptions are not always accurate. The simplest type of clandestine operation to adjudicate is a single secret favor. If the PCs perform a favor for an organization and conceal their actions, do not decrease the PCs' influence points with that organization's enemies. The PCs can use secret identities to perform more complicated maneuvers, such as playing multiple sides of a conflict, or perhaps even infiltrating an organization as spies. As long as an organization knows that the PCs are infiltrating its rivals, that organization's members continue to believe that they have the PCs' loyalty; they typically overlook minor actions that the PCs take against the organization, so long as the PCs provide a plausible justification for their misdeeds.

If the PCs use secret identities, track their influence under each set of identities separately as long as they maintain the ruse. Maintaining two distinct sets of identities over a long period of time should be challenging, but not impossible if the PCs are careful. Common features between the identities—anything from physical features or mannerisms to equipment, fighting style, or associates—present the threat of exposure. If the PCs rise to high influence ranks in two opposing organizations, their risk of being caught increases significantly. The vigilante class (see page 8) is particularly well suited to the challenge of maintaining multiple identities.

If an organization figures out that the PCs are maintaining two separate identities, the PCs' influence point total for that organization may change drastically. If both sets of the PCs' identities are aligned with an organization, the PCs' influence point total may go as high as the sum of the points they earned under both identities. Conversely, if both sets of the PCs' identities are aligned against an organization, the PCs' influence point total may go as low as a negative number equal to the sum of the two. Adding the two values sometimes allows a single action to count twice—this reflects that the organization may either respect the PCs' dedication to their cause, or revile the PCs for their dedication to opposing it. In most cases, however, the resulting change in influence should be less extreme than a direct sum, even if the organization has a favorable opinion of both identities. If the PCs are working for two opposed organizations, see the last paragraph of Losing Influence on page 111 for details on how an organization responds to being betrayed.

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Table 3-1: Favors

Result	Favor
1	Deliver a message to a member of the organization.
2	Perform a disgusting or unpleasant chore for the organization.
3	Assist the organization in gathering information in preparation for an upcoming mission.
4	Purchase and deliver supplies to a member of the organization.
5	Carry out the duties of a specific low-ranking member of the organization for 1 week.
6	Produce verbal or written propaganda in favor of the organization.
7	Mediate a disagreement between members of the organization.
8	Provide spellcasting services or other specialized tasks to the organization for several days.
9	Credit the organization for your own publicly popular actions.
10	Collect money for the organization.
11	Assist in the construction or renovation of a building for the organization's use.
12	Investigate the disappearance of an ally of the organization.
13	Donate a substantial amount of money to the organization.
14	Recruit a new member to the organization.
15	Obtain a significant item for the organization.
16	Defeat a challenging foe of the organization. The foe's CR must be equal to or greater than the party's APL + 2.
17	Help a member of the organization escape a dangerous situation.
18	Collect valuable information for the organization.
19	Mentor a new member of the organization.
20	Convince a powerful individual to cooperate with the organization.
21	Cover up evidence of an indiscretion tied to the organization.
22	Plan and execute a dangerous operation to achieve a difficult goal.
23	Sabotage an organization with opposing goals.
24	Repay the organization's debts by performing a challenging task for another organization.
25	Investigate a possible traitor within the organization.
26	Establish a branch of the organization in a new district or city.
27	Represent the organization in a meeting with extraordinary stakes.
28	Carry out the duties of a key member of the organization for 1 week.

Organization Stat Block

An organization's stat block is arranged as follows.

Name: The organization's name.

Alignment and Prominence: An organization's alignment is the alignment that most closely represents its policies and actions. While individual members of an organization may be of any alignment, an organization's key NPCs are typically within one step of the organization's overall alignment. An organization's prominence may be weak, moderate, strong, or preeminent. More details on prominence appear on page 111.

Size: An organization's size is an approximation of its number of active members.

Key Members: Key members of an organization are both visible leaders and shadowy schemers who have significant pull.

Values: An organization may value any number of traits in its members, such as creativity, generosity, dependability, skill at particular tasks, or social station.

Public Goals: All but the most clandestine organizations share some of their goals with the general public.

Private Goals: These are the private goals both of the organization as a whole and of key members. Sometimes, the private goal of a key member might conflict with the private goal of the organization.

Allies and Enemies: Organizations do not exist in a vacuum. An organization's prominent allies and enemies are noted here. PCs can gain or lose influence with an organization based on their interactions with its allied or opposed organizations.

Membership Requirements: Most organizations have a procedure for officially joining them, and expect their members to satisfy ongoing commitments (like paying dues).

Influence Limitations: Often, the PCs need to perform a specific task for an organization before they can raise their influence past a certain threshold. The most common requirement is for the PCs to join an organization, but organizations may require more complicated tasks or favors before counting the PCs among their most trusted allies.

Benefits: This section lists favors that the PCs can call in based on their influence rank with the organization. The PCs can always choose benefits on the available list for their current rank or a lower rank within the organization, and, at the GM's discretion, the PCs might be able to access the benefits for lower ranks for a decreased number of favors, or even for free, if the PCs request the benefit a reasonable number of times. To approximate the benefits that the PCs can gain from an organization outside of its base of operations, the GM should decrease the PCs' effective

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influence rank appropriately, to a minimum of Rank 0 if the PCs are entirely beyond the organization's reach.

New Benefits: This section details the benefits the PCs can earn from the organization beyond those listed in the Common Benefits section.

Common Benefits

The following benefits appear in many organizations' stat blocks, and are defined below.

Borrow Resources: Many organizations allow members in good standing to borrow money or items for short periods of time. PCs can borrow money or items worth a total amount listed in parentheses. If the PCs do not repay the loan in a timely manner, they risk losing influence points. Typically, the PCs cannot borrow resources from an organization if they have outstanding debts, and some organizations require collateral. Organizations are more likely to have items that are relevant to their own interests—a mercenary group might loan weapons and armor, but not holy symbols or arcane books, for example.

Command Team: When the PCs reach a high influence rank within an organization, the organization typically allows the PCs to lead a team of its members on a mission. The PCs are expected to protect this team and bring the members back alive. PCs can lead groups of the size and strength listed in each favor's entry.

Gather Information: The PCs can ask several members of the organization to assist them in gathering information about a particular subject, and gain a +4 circumstance bonus on all Diplomacy checks to gather such information.

Put in a Good Word: The organization promotes the PCs' reputation among its allies. The PCs gain a number of influence points equal to their rank with the organization with one of the group's allied organizations.

Reciprocal Benefits: The organization leverages its ties to one of its closest allies for the PCs' gain. The PCs can purchase a benefit from the benefits list of a closely allied organization by expending two favors. Treat the PCs' influence rank with the allied organization as 1 lower than their rank with the initial organization.

Sample Organizations

The sample organizations in this section span all possible levels of influence. The organizations that are relevant to each GM depend upon the campaign.

Other ideas for organizations that are not detailed below include an assassin's guild, a bardic college, a merchant's guild, a museum, a secret society, and a university.

SMALL-TIME GANG

CN weak organization

Size 15 members

Key members

Greedy Jenny (LE female human sorcerer 1)

Martin Quickfingers (CN male halfling rogue 2)

Values This small-time gang of petty crooks is always willing to accept new members who prove their skills.

Public Goals When caught, these criminals claim that they only steal enough to survive.

Private Goals Martin would like to recruit other down-on-their luck individuals to join the growing organization, while Jenny cares only about her own profits.

Allies The small-time gang is allied with local beggars, who provide them with information in exchange for small amounts of food and clothing.

Enemies The town guard has not yet caught wind of these thieves, but it would oppose them if it knew of their activities.

Membership Requirements The PCs must steal an item worth at least 20 gp, and donate half the value of the item to the small-time gang.

Influence Limitations A PC must join the thieves formally to rise above Rank 1. If a PC rises to Rank 3, Martin sees that PC as a threat and tries to eliminate her. Defeating Martin makes that PC the leader of the organization, and increases her rank to 4.

Benefits These petty thieves band together to help each other survive and profit.

Rank 1: borrow resources (10 gp), case (+6), lookout (1 way, +6)

Rank 2: borrow resources (50 gp), diversion (+6), gather information, pickpocket (+8), put in a good word

Rank 3: borrow resources (250 gp), reciprocal benefits

Rank 4: borrow resources (500 gp), command team (1d4 1st-level rogues)

New Benefits The petty thieves grant the following unusual benefits.

Case: A group of thieves cases an area, searching for guards, hiding places, and entrances. The thieves' total Perception skill bonus is +6.

Diversion: A group of thieves creates a diversion to allow the PCs to sneak past guards or other watchful eyes. The thieves' total Bluff skill bonus is +6.

Lookout: A thief acts as a lookout, monitoring one direction for oncoming guards or witnesses. The thief's total Perception skill bonus is +6.

Pickpocket: A thief attempts to take a specific item from a specific person. The thief's total Sleight of Hand skill bonus is +8. If the thief believes the situation is too dangerous, she informs the PCs and refuses to attempt the task—in this case, the favor is not expended.

THIEVES' GUILD

LE moderate organization

Size 200 members

Key members

Chief (LE male half-orc ranger 7)

Kalgeen (LE female human wererat rogue 5)

Values This thieves' guild has a strict code of conduct for its members, who must look out for each other at all times and may never steal from each other's friends or relatives. The guild values loyalty and resourcefulness.

Public Goals The guild has no publicly stated goals.

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Private Goals The guild seeks to expand its reach into additional settlements.

Allies The guild is allied with a local group of merchants.

Enemies The thieves' guild has made enemies among the organizations that it regularly targets and local law enforcement officials.

Membership Requirements The PCs must steal an item worth at least 250 gp, and donate half the value of the item to the thieves' guild.

Influence Limitations A PC must formally join the thieves' guild to rise to Rank 2. To rise to Rank 4, the PCs must execute a complex heist (see pages 118–129).

Benefits While this thieves' guild cannot operate openly, it helps its members scope out potential jobs.

Rank 1: borrow resources (100 gp), case (+10), lookout (2 ways, +10)

Rank 2: borrow resources (500 gp), diversion (+10), gather information, pickpocket (+12), put in a good word

Rank 3: borrow resources (2,500 gp), reciprocal benefits, remove evidence, rob, search black market

Rank 4: borrow resources (5,000 gp), command team (1d4 3rd-level rogues or 3d4 1st-level rogues)

New Benefits The thieves' guild grants the following unusual benefits.

Case: Per the benefit under small-time gang above, except the thieves' total Perception skill bonus is +10.

Diversion: Per the benefit under small-time gang above, except the thieves' total Bluff skill bonus is +10.

Lookout: A pair of thieves act as lookouts, monitoring up to two directions for oncoming guards or witnesses. The thieves' total Perception skill bonuses are +10.

Pickpocket: Per the benefit under small-time gang above, except the thief's total Sleight of Hand skill bonus is +12.

Remove Evidence: A group of thieves carefully enters a scene where the PCs committed a crime and removes evidence. This eliminates any obvious clues, such as the body of a victim or notes the PCs left at the scene, and increases the Perception DC to find more subtle clues by 5.

Rob: The thieves' guild sends an agent to steal a specific item from a secured location. The agent has a +10 total skill bonus on Stealth checks and a +12 total skill bonus on Disable Device checks. This benefit costs from 1 to 3 favors, depending upon the danger involved. The thief expects the PCs to pay half the value of the stolen item.

Search Black Market: The thieves' guild locates any type of item whose value is up to the base value of the settlement, even if the item is illegal in that settlement, and arranges for the PCs to purchase it.

MAGES' GUILD

N strong organization

Size 520 members

Key members

Archmage Theona Tethril (N female human diviner 9)

Master of Wards Falariel (NG male elf abjurer 7)

Values The mages' guild values curiosity, creativity, and magical aptitude.

Public Goals To regulate the use of magic for the public good.

Private Goals The mages' guild seeks out arcane knowledge that it deems too dangerous and stores such information

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in its heavily secured secret library. The master of wards protects the books from public access, while the archmage uses them to learn more about the people who would abuse the dangerous knowledge contained within the tomes.

Allies The mages' guild is on good terms with several nearby universities and the alchemists' union.

Enemies The mages' guild has made several enemies among evil cults and other organizations that make use of profane knowledge.

Membership Requirements To join the mages' guild, a PC must spend 1 week teaching spells to guild members, or bring a spell or bit of arcane knowledge to the guild that it does not already possess in its libraries.

Influence Limitations The PCs must all join the mages' guild before they can reach Rank 2.

Benefits This guild of mages provides training to its members, and casts spells for them.

Rank 1: borrow resources (100 gp), spell library *(Core Rulebook* spells only)

Rank 2: arcane library, borrow resources (750 gp), gather information, item crafting, put in a good word, spell library spellcasting (1st- and 2nd-level spells)

Rank 3: borrow resources (1,500 gp), reciprocal benefits, spellcasting (3rd- and 4th-level spells)

Rank 4: borrow resources (4,000 gp), spellcasting (5th-level spells)

New Benefits The mages' guild grants the following unusual benefits.

Arcane Library: The PCs gain access to the guild's library, allowing them to potentially learn secrets relevant to their current adventures (consider using the research system on pages 148–153 to handle research in the arcane library).

Item Crafting: The mages' guild crafts a custom-ordered collection of scrolls, potions, or wondrous items for the PCs. The items cost their usual market value in gold pieces plus 1 favor for every 2 days of crafting required.

Spell Library: The mages' guild provides the PCs with access to its extensive library of spells. The PCs can learn a spell in the library. Spells from the *Core Rulebook* cost 1 favor, and all other spells that are available cost 2 favors.

Spellcasting: The PCs can expend favors instead of paying the typical cost for spellcasting services. A 1st- or 2nd-level spell costs 1 favor, a 3rd- or 4th-level spell costs 2 favors, and a 5th-level spell costs 3 favors. The cost and availability of spellcasting is based upon the levels of the guild's members (in this guild, a 5th-level spell always comes from the archmage herself, and consequently is quite expensive).

CRIME SYNDICATE

NE preeminent organization

Size 15,000 members

Key members

Lady Alixis Drosain/Lyra (N/NE female human vigilante 12)

Nikolas Trivoy (N male human investigator[ACG] 7)

Whisper (NE female human slayer[ACG] 10)

Zadreni (N male human bard 9)

Values The syndicate values skill and ambition, but also discretion and loyalty.

Public Goals The crime syndicate's public goals are to manage and regulate crime, to deliver valuable goods and services, and to invigorate the local economy.

Private Goals Overall, the syndicate's members seek wealth, power, and prestige. While Lyra has emerged as the undisputed leader of the syndicate, the vigilante will not be satisfied until she controls the open market as well, under her social identity of Lady Drosain. Nikolas is growing increasingly suspicious of Lyra, and he painstakingly seeks material he could leverage against her.

Allies While few organizations would publicly admit to an alliance with the crime syndicate, many groups benefit from under-the-table dealings.

Enemies The crime syndicate has made enemies of several prominent organizations in nearby nations, including the royal house of a neighboring kingdom.

Membership Requirements Steal a unique and iconic item, such as the prize painting in a museum's collection. Alternatively, establish a legal business whose illegal side dealings provide the PCs with a net profit of at least 100 gp per month.

Influence Limitations Each time the PCs wish to reach a new rank, they must prove their worth to the organization, with a task more spectacular than their last demonstration. The syndicate has plenty of members, and does not spare time for those who are unwilling to prove their worth. PCs must declare their allegiance to reach Rank 1, and they must become full members before they can reach Rank 2.

Benefits This crime syndicate can protect its members from the consequences of all but the most heinous crimes.

Rank 1: borrow resources (100 gp), case (+15), diversion (+15), gather information, lookout (4 ways, +15)

Rank 2: borrow resources (1,000 gp), put in a good word, remove evidence, rob, search black market

Rank 3: borrow resources (5,000 gp), command team (1d4 NPCs of 3rd level, or 3d4 NPCs of 1st level), destroy evidence, market manipulation, reciprocal benefits

Rank 4: black market mastery, borrow resources (15,000 gp), command team (1d4 NPCs of 6th level, or 5d4 NPCs of 3rd level)

New Benefits The crime syndicate grants the following unusual benefits.

Black Market Mastery: The crime syndicate explores the full extent of its black-market contacts to find an item for the PCs. It can locate almost any type of item whose value is below the settlement's base value. The PCs can use black market mastery to search for one item below the settlement's base value per favor they expend. Alternatively, the PCs can use black market mastery to search for a single item above the settlement's base value, at the cost of 3 favors. There is a 50% chance each month that the syndicate locates the requested item. If the PCs seek a unique item, the syndicate may be able to provide the PCs with the location of that item for the cost of 2 favors.

Case: Per the benefit under small-time gang (page 114), except the thieves' total Perception skill bonus is +15.

Destroy Evidence: The crime syndicate makes evidence

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of a crime that the PCs committed disappear. This ability functions as remove evidence (see page 115), except that the Perception DC to find any evidence at the crime scene increases to 30 (or by 10, whichever is higher). The syndicate also discourages witnesses from testifying against the PCs, using a combination of intimidation, bribery, and even memory-altering magic. This benefit costs 3 favors.

Diversion: Per the benefit under small-time gang (page 114), except the thieves' total Bluff skill bonus is +15.

Lookout: A group of thieves act as a lookouts, monitoring up to four directions for oncoming guards or witnesses. The thieves' total Perception skill bonuses are +15. This ability costs 2 favors. Alternatively, the PCs can purchase the lookout ability as listed under the thieves' guild for 1 favor.

Market Manipulation: The crime syndicate can manipulate market forces to drive business away from the PCs' rivals and toward any businesses the PCs own. This ability produces an amount of additional money for the PCs that depends upon the extent of the manipulation. This windfall comes in the form of increased results using whichever rules you are using to determine the success of the PCs' businesses (such as the downtime rules from *Pathfinder RPG Ultimate Campaign*). For each favor spent, the PCs can earn at most 1,000 gp (to a maximum of 5,000 gp).

Remove Evidence: Per the benefit under thieves' guild (page 115).

Rob: Per the benefit under thieves' guild (page 115).

Search Black Market: Per the benefit under thieves' guild (page 115).

NATIONAL MILITARY

LN preeminent organization

Size 18,000 members

Key members

General Agnar (LG female dwarf fighter 10)

General Rortian (LN male human cavalier[APG] 12)

Values The military values order, discipline, loyalty, and service.

Public Goals The military's goal is to protect the people of its nation and to fight against its enemies.

Private Goals General Rortian seeks to enhance his personal glory by embarking on a campaign to expand his home nation's territory.

Allies The military of this nation is on good terms with most political organizations within the nation. It is formally allied with the militaries of allied nations.

Enemies The enemies of this military are the political and military organizations within enemy nations.

Membership Requirements Joining the military as a recruit requires the PCs to undergo training and prove their ability to follow orders.

Influence Limitations Most militaries maintain a strict hierarchy of command. The PCs must be promoted to a higher military rank before they can increase their influence rank within the military.

Benefits This military force takes pride in its highly trained and well-equipped soldiers.

Rank 1: acquire arms (350 gp), borrow resources (100 gp)

Rank 2: acquire arms (750 gp), borrow resources (750 gp), command team (1d4 1st-level warriors), gather information, put in a good word, retrain

Rank 3: acquire arms (magic), borrow resources (2,500 gp), command team (5d4 3rd-level martial NPCs), reciprocal benefits

Rank 4: borrow resources (18,500 gp), command legion, command team (70 HD worth of NPCs, none of which can be more than 7th level)

New Benefits The national military grants the following uncommon benefits.

Acquire Arms: The national military gathers a collection of mundane weapons and gear from its armory for the PCs. The PCs can purchase this collection for 1 favor or its standard market price. At Rank 1, the combined value us 350 gp or less. At Rank 2, the value of this collection increases to 750 gp. At Rank 3, the PCs can purchase magic weapons and armor from the military at a 10% discount by spending 2 favors. For the purposes of item availability, the military counts as a metropolis.

Command Legion: The national military grants the PCs command of a medium army *(Ultimate Campaign* 248) for 1 week per favor expended. This force comprises 100 2nd-level fighters who follow the PCs loyally. If the PCs do not clearly use this force to further the military's goals or the PCs are reckless with the soldiers' lives, the PCs' influence rank is reduced to 3. Bringing the soldiers into a dungeon that is level-appropriate for the PCs counts as reckless endangerment.

Retrain: Military trainers work together with the PCs, allowing them to retrain archetypes, class features, feats, or skill ranks, as per the retraining rules (*Ultimate Campaign* 188). At Rank 2, each week of retraining costs 1 favor and the standard cost in gold pieces. At Rank 3, the military covers the gold piece cost. At Rank 4, the PCs can retrain without expending favors or money.

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Heists

Movies, television series, and novels frequently depict the same scenario: a team of experts, each of its members able to contribute a specific and unique skill set, tries to pull off a complex heist. Whether it's jewelry thieves breaking into the diamond exchange, a rescue team extracting a high-value target from a maximum-security prison, or even former convicts hired to find and report on vulnerabilities in a bank's vault security, detailed and hair-raising tales of carefully planned heists (often gone awry with thrilling twists and turns) abound in popular storytelling. It only stands to reason, then, that GMs running a game based on intrigue and subterfuge might want to introduce the excitement and thrills of a complex heist scenario.

Running a successful heist requires the GM to understand of the strengths and weaknesses of the participants, and to grasp how to build challenges for them that play to their strengths.

An ideal heist allows every character in the party a chance to shine, making it fun for everyone involved.

What Is Different?

Adventuring is about overcoming obstacles to achieve a goal. Normally, PCs react to whatever impediments are set before them—kick in a door, disarm the traps, or slay the monsters. Heists flip this familiar script: the PCs carefully research everything that might stand between them and their goal, and construct plans to disrupt the status quo, while the GM must determine how the monsters and NPCs react to the PCs' machinations. In essence, when planning a heist, the PCs write an adventure and the GM reacts.

Parties will often split up for a heist. The GM should treat each member of the party (or subgroups of two or three) as if she were an individual adventuring group, and provide opportunities for all characters to showcase their respective skills. Working backward, consider each hero's strengths and each player's interests, and then present an obstacle against which that hero is most likely to excel. In a well-planned heist, every character (and by extension, player) needs an opportunity to take center stage—PCs will naturally gravitate toward activities at which they excel, and will want to build their heist schemes around those skills. Making sure the pieces of the heist interconnect—that many goals can be achieved only by characters working on different tasks in tandem—ensures that each player has a stake in what the others are doing. This sense of teamwork is the driving force behind making a heist rewarding for everyone involved.

Building a Heist

Build your heist encounters using the following four steps.

Step 1: Establish a Goal

Objectives for a heist come in many shapes and sizes. Some heists might even have a combined goal or multiple goals.

Steal an Item: Such items could include a priceless work of art such as a statue or painting, a magic item such as a ring or sword, or a collection of gemstones, jewelry, or rare coins. Most often, pulling off a successful heist of this type relies more on stealth and misdirection than violence and destruction. An especially large item (like a safe, vault, or vehicle) adds a logistical complication—trying to move the larger item increases the heist's difficulty.

Steal Information: This is similar to stealing an item, but involves swiping information, such as an ancient tome, legal documents, or scrolls. This goal might require memorizing or copying the information rather than absconding with a physical item.

Retrieve a Creature: Such a caper might involve stealing a rare or exotic animal or pet, kidnapping an unwilling victim,

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or rescuing an imprisoned target. Sometimes information possessed by the target is the true object of the heist, rather than the person himself. The heist proceeds far differently depending on whether the target is a willing accomplice or a kidnapping victim. Either way, dealing with an NPC who might not be as skilled as the PCs makes escaping the more difficult part of the heist, rather than reaching the prize in the first place.

Escape: Rather than trying to gain entry to a forbidden locale, the PCs begin trapped somewhere, and must escape. If some PCs are detained and others are free, they can all still participate, though communicating plans back and forth presents its own challenge.

Replace an Item with a Forgery: This type of heist requires the PCs to steal something and put a forgery in its place. They will need to successfully create the forgery, steal the original, and plant the forgery, all without being detected. There are numerous reasons to perform this goal, rather than simply steal the item. For instance, the PCs might do this if there would be dire consequences were the item to go missing entirely, possibly leading to innocents facing punishment, and they might also do this to make the item easier to fence without the authorities searching for it. In many cases, the forgery is difficult to create because the forger doesn't have access to the original. In rarer cases, the PCs might have a brief period after acquiring the item in which they can create the forgery before putting the fake in the original's place.

Destroy Property: Incriminating evidence, a priceless artifact, or even an entire prison might need to be destroyed in order to further someone's goals. Heists of this nature are less subtle than most, though sabotaging a piece of machinery or using timed explosives or spells might allow the PCs to avoid tipping their hand until they've had time for a clean escape.

Snatch and Return: Sometimes, it might be necessary to perform a heist twice: once to steal an object, and a second time to return it. This type of heist is similar to replacing an item with a forgery, and effectively involves two separate heists.

Test Security: This type of heist is really a trial or practice run designed to test existing security systems. The owners of the target hire the PCs to fake a heist in order to expose any weaknesses in the security. A security test can bring a big payout or earn valuable favors. Alternatively, the hiring party might not want the weaknesses of its security system known, and might turn to lethal tactics to keep the PCs silent. However, it might make a good single-session palate cleanser between adventures with higher stakes. In this type of heist, a valueless object typically serves as a stand-in for the goal.

Step 2: Determine Scope

When figuring out how large and involved the heist will be, a GM should consider how much time she wants to invest in the encounter, both in preparation and at the table. The relative importance the heist plays in the group's ongoing adventures also affects the scope, as does, in most cases, the value of their goal. A minor goal that should take only a day or less to achieve should be a simple heist, and one that's vital to the campaign's progress should be complex.

Simple: A simple heist usually requires one to two obstacles per person and can typically be planned and pulled off in a single day. Simple heists require little work in advance, and generally don't derail the larger storyline for long. They are also quick and manageable as a first introduction to using heists in a campaign. Examples include breaking someone out of a town jail, a spur-of-the-moment theft from a merchant's shop, or stealing documents from a low-level government bureaucrat.

Moderate: A moderate heist typically includes three to four obstacles per person and is likely to require several days to complete. Moderate heists function well as a main feature of a single game session or two, and require at least a few hours to plan. They are most suitable for players already familiar with how to plan and execute a heist, who can handle more complexity. Some examples include replacing a signet ring with a forgery long enough to craft fake documents (and then returning the original), rescuing a prisoner from solitary confinement in a well-guarded prison, or stealing a valuable item from a keep.

Other Factors

Limitations and betrayal aren't part of every heist, but they are common enough to be addressed here. Use them with discretion—particularly betrayal.

Inhibitions and Limitations: Every heist should have consequences for both failure and success. On top of the consequences of succeeding or failing to complete the heist, work layers of consequences into the steps of the adventure, tying them to certain obstacles. If you suspect the PCs will be tempted to just bull their way through a heist (maiming or killing foes who get in their way or damaging property indiscriminately), those consequences should be severe, and can even cause them to lose or damage the goal.

For example, perhaps the female heir to a noble house wishes to discredit her foppish brother and prevent him from claiming rulership over the family, so she hires the characters to steal the family will. She does not wish to see any harm come to the family or its servants, nor does she want any damage done to the property. The heroes now have a motivation of restraint, so they must come up with a stealthy, nonviolent means of pulling off the heist.

Betrayal: Sometimes a heist is just a feint or a con game itself. Someone wants the characters out of the way, so she arranges for the group to get caught while trying to pull off a bogus heist. This kind of double-cross can typically be used only once (possibly twice, if the reasons are vastly varied). If used effectively, it can make for a real thrill of an adventure, as the characters are forced to adjust their plans and wing it, or talk their way out of the predicament. Leave a few loose ends in the betrayer's plans so that an especially savvy group can figure out the scheme and turn the tables.

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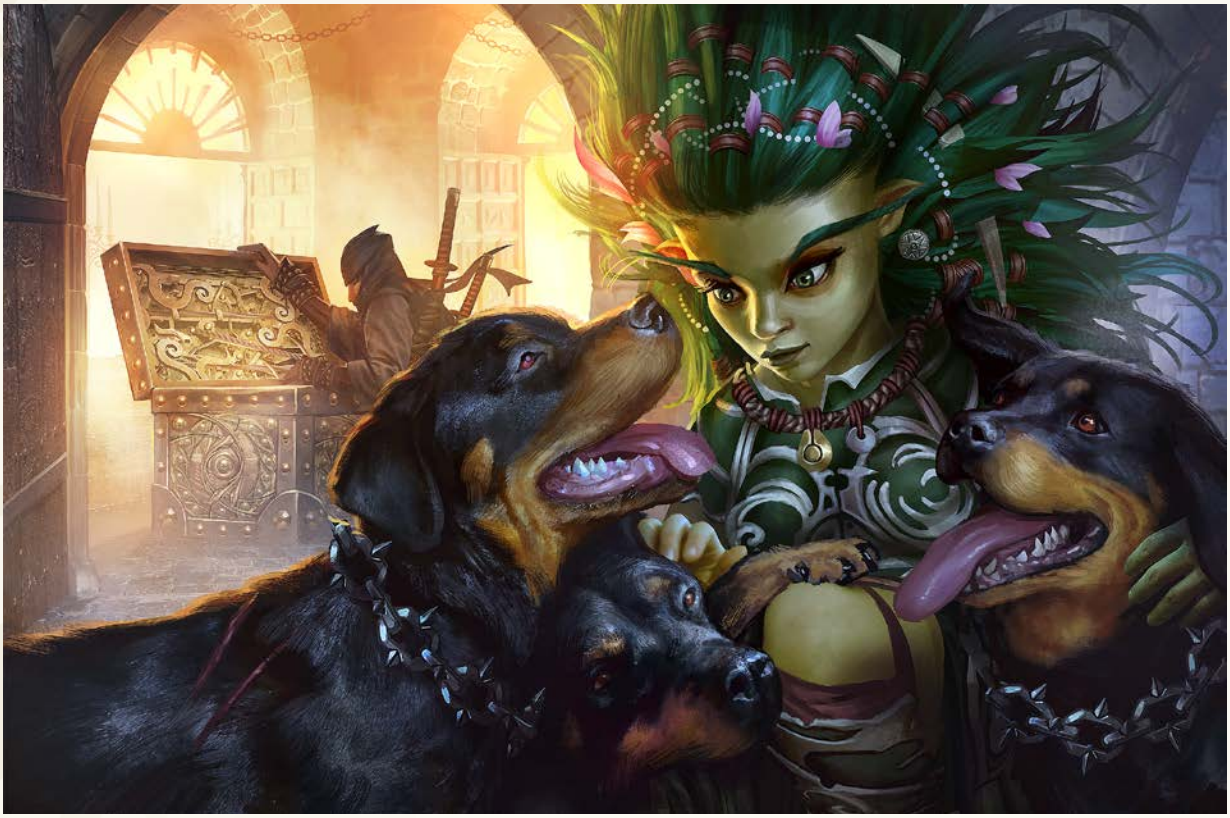

Complex: A complex heist includes five or more obstacles per person and could take a week, a month, or even longer to complete. This is the centerpiece of a major campaign arc and requires planning over an extended period of time. The heist itself will likely dominate multiple gaming sessions and drive a central plot thread in the campaign. Examples of major heist arcs include stealing the crown jewels from a heavily guarded castle or smuggling a political prisoner and his family out of enemy territory. Large, complex heists require days or weeks of reconnaissance, placing people on the "inside" in trusted roles, side adventures to acquire detailed floor plans, timed practice runs, and intimate knowledge of traps, tricks, and spells. This is the kind of intricate thievery around which entire movies or thriller novels are built.

Step 3: Devise Obstacles

Even the most complex heist can and should be broken down into smaller, more manageable chunks of work that eliminate obstacles standing between the crew and their goal. Most should be suitable for an individual or a team of two or three, using their skills and knowledge. They are usually dependent on a tight time frame or a particular sequence, giving each member a moment of glory. A GM should consider what sorts of challenges her players will enjoy playing out and the types of NPCs they love to thwart.

GMs should focus on challenges that test the skills and resources a party already possesses; alternate challenges may exist, but PCs are less likely to investigate leads they can't accomplish. Each obstacle should challenge one or two characters, with roughly an equal number of challenges for each character. If some characters have similar abilities (such as two combat-focused characters with few skills), remember they'll be competing for the same pool of obstacles and might want to work together on them.

Obstacles should have at least two solutions to prevent the game from grinding to a halt and to encourage group cooperation to overcome the challenges before them. Don't just look at the group's skill bonuses and give them challenges that only one character can meet. Rather, start by thinking of the types of challenges a character likes to take on and set the difficulty based on what makes sense for the circumstances. The level of difficulty—and even the skills used—can easily change while you're running the heist.

For example, the party needs to swap the magical ring on a nobleman's finger with a fake. The rogue in the group is good at impersonation and smuggling, so challenges that emphasize those talents may include posing as the nobleman's manservant to convince a jeweler to craft a cheap replacement gem, then later sneaking a sleeping potion into the manor so another character (who has gained an audience with the nobleman, but only after being carefully searched) can slip it into his host's food.

Number of Obstacles: A heist's scope determines the number of challenges each PC should face. For a moderate or complex heist, work in stages so that there are break points in the heist. There could be several obstacles the PCs can overcome during a noble's banquet, several more to face in town using what they've gained during the banquet, and another set once they're ready to go into the

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fortress using what they picked up in town. A heist might even become extended if one member of the party gets captured and the rest want to rescue him.

Not every task needs to be mandatory for the PCs. GMs should have some idea which tasks are essential and which provide advantages but aren't strictly necessary. The scale listed in Step 3 provides a starting point, with the minimum number of tasks (three per person for a moderate heist, for example) as the necessary obstacles to overcome. Optional obstacles or multiple paths with varying obstacles help flesh out the rest of the heist. When the PCs overcome smaller obstacles, they're steadily advancing toward their ultimate goal.

Flaws: Heists work because of flaws in defenses. For most of the obstacles described here, the rules have built-in weaknesses—spells specify ways to circumvent them or can be dispelled, locks can be overcome with tools and skill, and traps can be spotted and disarmed. For intelligent opposition, like guards or NPCs the characters will need to interact with, have some vulnerabilities and vices in mind, and allow the PCs to discover them. For instance, a group of guards might be vulnerable to flattery, be overzealous in their patrols and therefore prone to diversions, or just not be very bright.

Obstacles

The most effective security set-ups employ multiple, mixed elements of the following obstacle categories. The list is intended as a starting point. PCs will likely want to exploit strange abilities or focused skills, and may offer GMs inspiration for new obstacles. Each obstacle category's entry offers tactics that are typically strongest against those types of obstacles. Details about those tactics appear in the Running a Heist section.

Alarms and Divinations: Passive in nature, alarms and divinations do nothing to stop would-be thieves from executing the heist, but do help other forms of defense, like guardians, to stay aware, and might reveal the identity of the PCs, potentially adding a complication even after the heist is complete. Alarms can include mechanical devices like tripwires attached to ringing bells, barking dogs (see Guardians below), or magical effects such as *alarm* or any of a number of sensing and scrying spells. A key advantage of this kind of defense is ease of concealment—if would-be thieves don't know an alarm is there, it might be too late by the time they figure it out. The disadvantage, of course, is that it is fairly easy to circumvent passive systems with a little preparation. If the party fails to overcome an alarm or divination, it typically makes the other obstacles (usually guardians) stronger rather than putting up a barrier to the PCs' progress. Stealth and countermagic can foil alarms and divinations, as can disguises in some circumstances.

Barriers: Barred doors, castle moats, gates, locks, and thick stone walls are useful in preventing a heist. Some barriers are simple but take time to penetrate (like walls). Special tools might be required to get through good-quality locks, and magic might counter a hallway filled with poisonous gas. Barriers are cheap and not designed to function effectively on their own, because given enough time, any barrier can be overcome. Force and finesse work best against barriers, though observation can clue a PC into a secret bypass. Barriers that normally require force to overcome might be bypassed by spells like *gaseous form*, *phase door*, or *stone shape*, or by teleportation spells. Defeating some magical barriers requires dispelling or a specific type of countermagic.

Guardians: Some obstacles take the form of intelligent guards who patrol an area and keep watch, dangerous beasts that attack intruders (trained dogs, giant snakes, great cats, or even abominations or planar creatures with preternaturally keen senses), or magical beings and constructs (gargoyles, golems, or animated suits of armor). Guards are proactive and often skilled in spotting intruders or unusual activity. Diverse tactics work against guardians. They're especially vulnerable to diversions and bribery, but can also be bypassed by stealth or disguise or defeated through force. Sometimes, guards can be dispatched quickly with spells like *sleep* or *deep slumber* instead of a battle. Smuggling can be used to make a PC appear as though she's not a threat, allowing her to bypass guardians while still carrying hidden weapons or tools.

Hazards: Dangerous obstacles that directly harm intruders rather than warning guardians or preventing entry fall into the hazards category. Hazards include mundane dangers like mechanical traps, as well as abjuration magic such as glyphs and other triggered defensive spells. Spells like *explosive runes* can be used to trap documents, adding a hazard that can have an effect late in the heist—or even after it's over. Their advantage is that they are usually less expensive to create and put

Small Encounters

In a heist, often only two characters work together, and single characters may work alone, independently of the rest of the party. In this case, the subgroup or individual functions as a separate adventuring party with its own Average Party Level (APL). GMs can judge how difficult to make an individual task by applying an appropriate Challenge Rating to it. In Chapter 12 of the *Pathfinder RPG Core Rulebook*, the Designing Encounters section recommends subtracting 1 from the APL for a group of three or fewer players. When considering how many guards a single character should be able to take out, or how difficult a trap a thief should be able to disarm, GMs should set the Challenge Rating according to this formula. Every character should be handling tasks that play to his or her strengths, so the challenge ought to be appropriate despite operating alone. Easy and average encounters should make up the bulk of heist obstacles, since a single character or a duo is already behind the curve for the expected power of a three-person party.

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into place, but they are also typically easier to overcome, provided the infiltrators are aware of them and can plan ahead. Finesse and observation are the best tools against hazards, and some require dispelling to bypass.

Misdirection and Hidden Items: A well-secured fortress might appear to hold a modest treasure, when in reality the true prize is somewhere else entirely. Magical invisibility or illusions can aid in concealing an item. Extradimensional magic can secure a valuable item far from reach. Misdirection can be overcome with bribery, observation, or divination spells, any of which might allow the PCs to find the goal's true location.

Step 4: Diagram the Heist

The last step before running a heist requires the GM to organize the obstacles into a cohesive set of defenses. Imagine the goal in the middle of a series of rings, each of which represents a layer of obstacles the PCs must overcome. The innermost ring is the last obstacle or set of obstacles that must be bypassed to reach the goal. The obstacles on the outside ring are the challenges most obvious to the PCs at the start. Overcoming these obstacles brings the PCs to the next ring, and so on. GMs may wish to diagram the obstacles in a heist by drawing dashed lines between elements to detail their connections, and flagging different items and pieces of information as belonging to certain obstacles.

A clear chain of cause and effect makes a heist feel right in play, and the players should see all the pieces moving as they make their way through the obstacles. GMs should include more than one way to overcome the same obstacle, or be receptive to player input during play. This could mean creating a diversion to redirect guards or silently dispatching them with stealth attacks. It could mean climbing over a wall or bypassing it with a hidden tunnel. The best obstacles can be overcome by multiple skill sets or clever schemes.

Don't Overplan: A heist should be fairly loose and forgiving for the PCs. GMs should make some obstacles optional and provide flexibility in finding solutions. No GM can anticipate for every possible approach players may attempt, and GMs should try to leave room for the players to bring their own ideas to the table. No defense is forever or totally impregnable—and no NPC is perfect in their power or position. Allow the players to discover gaps in the defenses and exploit them in new and inventive ways rather than creating a rigid structure they must tackle exactly as planned. The heist diagram serves as a good tool, but as with a dungeon map, GMs should always be prepared to revise it or throw the whole thing out as unexpected events crop up.

Running a Heist

With the preparations complete, it's time for the heist itself. There are two main parts to this process: planning and execution.

Planning

Running a heist involves players becoming more proactive about the adventure, and just as a GM needs time to plan the game, the members of the party need time to figure out how they want to execute the heist. A team typically spends as much time—or more—scouting, reviewing, and refining the different facets of the heist plan as it does actually pulling it off. The teammates sort out and account for every point of the plan, to the best of their ability, well before the moment of execution.

Every heist starts with a goal. Perhaps an NPC hires the characters to do the job and leaves how to proceed up to them. Perhaps a veteran thief needs a few extra members for his crew for a one-time gig. Maybe the characters conceive of the heist on their own, because it's the only way to further their aims.

Once they decide upon a goal, properly planning a heist takes reconnaissance and research. The characters must learn everything they can about the location and defenses of the object or person they have chosen to acquire. They could watch and observe the patterns of guards. They might find NPCs who know important information about the goal's location, such as its layout, or special guardians or magical protection. Only once they have assembled all the information can the true heist planning begin.

A GM's primary role in this planning stage is to be the PCs' eyes and ears, answering questions, introducing plot twists, and describing the details of their target's status quo, so the players can best plan to disrupt it. A GM should avoid the temptation to lead her players as she might with a more traditional adventure, instead taking notes and planning to adapt any obstacles she prepared ahead of time to the PCs' scheme. Much of the fun in a heist lies in problem-solving and taking control, and while some GMs and players love the heist's planning stages, others will find them dull. A GM should strive to keep all her players engaged, and if one or two players seem distracted, pulling them aside to run a short reconnaissance encounter while the rest of the party continues planning can help them contribute in ways they will enjoy.

GMs may wish to include an NPC as the initiator of the heist or a knowledgeable ally who can help the PCs develop their plan. This allows the GM to provide the players with information about the defenses they'll be going up against and potentially steer them away from obsessing over truly trivial details or ambitious plans they could never pull off. Such NPCs should serve as advisors rather than leaders, and never railroad the characters directly, especially if they show the confidence to handle things on their own. The NPC's role is to nudge the PCs in the right direction if they seem unsure of themselves.

Planning at the Table: The process of planning out the heist might take up the majority of a game session. GMs should let the players do most of the talking, while answering questions and roleplaying NPCs. The players

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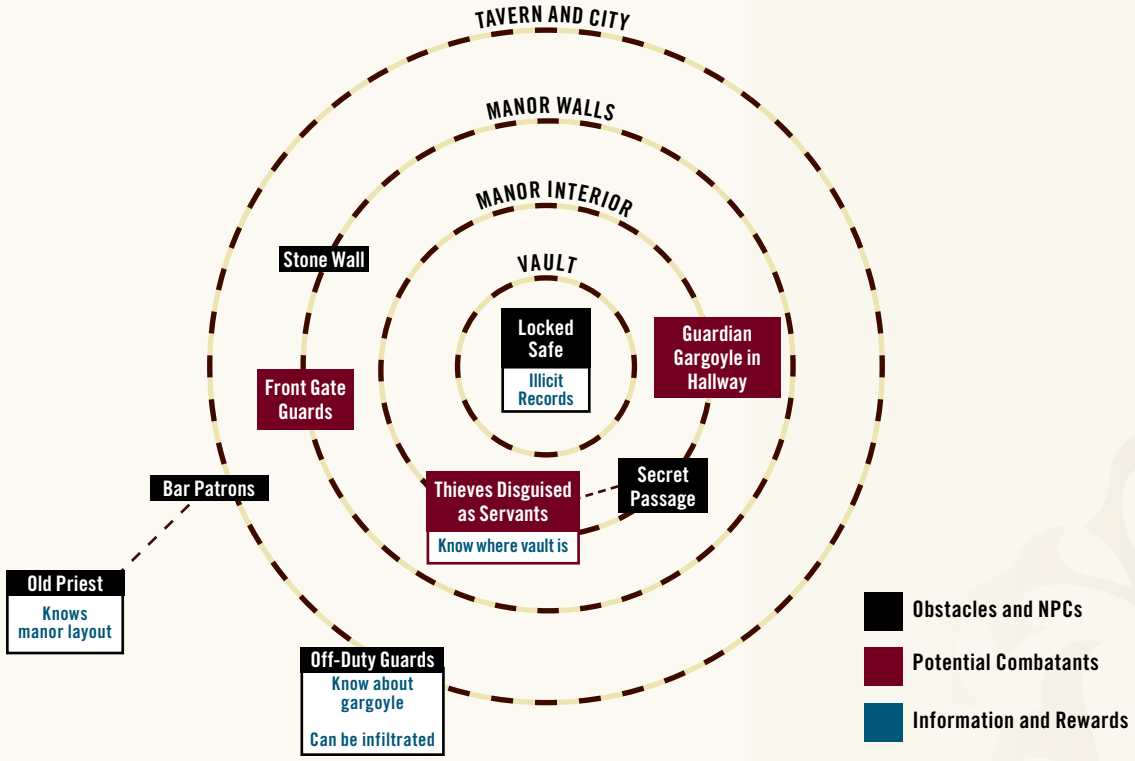
SAMPLE HEIST DIAGRAM



should be fully invested in this phase and refining ideas as they go, but if player interest begins to lag, the GM can prod the PCs forward with suggestions and deadlines or convince them they're ready. In the end, though, it's up to the players how involved they want their planning to be and how many contingencies they want to cover. If they choose to go in with limited information or a loose plan, there could naturally be consequences, but a GM should never unduly punish her players just because she thinks they could have planned better or because they didn't consider everything she thought of. Because of the nature of the GM's very personal oversight of the game world, it can be easy for her to get the false idea that certain parts of the situation she has erected are obvious to the players.

Simple heists involve shorter planning sessions, with most of the information the PCs require available immediately. For a moderate or complex heist, the planning stage might involve some small scenes, including interacting with NPCs, gathering information from a community, or scouting out the location where the heist will take place.

Executing the Heist

Once the planning is finished, it's time to actually play out the heist. For a complex heist (or if the players have come up with an excessively convoluted plan), GMs might consider splitting this portion off as another game session. This allows time to sit down with the PCs' plan and sort through how to respond to it, how security and defenses will react, and so on. Even if the GM doesn't want to separate the planning and the execution segments into two different game sessions, she should take a moment (perhaps a 15-minute break) to review notes and decide how things will develop, given the most likely actions and outcomes.

Step by Step: A game session featuring a heist can be tricky. The GM must run several encounters simultaneously and should take the time to track each round if necessary, take notes, and map out characters' and NPCs' movements. Being diligent helps maintain the big picture.

Splitting the Group: One of the trickiest parts of running a heist is overcoming the reluctance of players to split the party. As mentioned before, giving the characters reasons to split up is vital. Much of this comes down to timing, and impressing on the players how important it is that their characters keep to a tight schedule as they execute their plans. Multiple parts of the plan need to happen at the same time, so everybody staying together is rarely an option. Though keeping the group together usually helps in a task, sometimes having a crowd is detrimental. This is easiest to see with Stealth, where the lowest roll can expose the party, but social interaction can also be fraught since a group can appear more suspicious, some party members may be poor at Bluff and give the others away, and disguising an entire group is far more difficult than just disguising one person. Combats pose the greatest challenge, since few characters want to go into a fight without backup. Fortunately, in most

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heists combat is better used as a diversion. Heists may run slowly at the table when the PCs split up, and the GM may wish to let players not participating in the scene to control friendly NPCs to keep them involved.

Once a heist begins, PCs realistically have little knowledge of how their teammates are doing. Using an in-game means of communication can help reduce the temptation to act on knowledge a character wouldn't have. These can include communication spells like *message* and *sending*, sending secret messages using Bluff (though this usually requires a close range), and magic items like *bird feather tokens*. It's also helpful to create a set of common signals for the group before they go in. Bird calls, graffiti, and other relatively subtle signals can help communicate a PC's success or failure to other members of the party. In extreme cases, some players might need to step outside when it's not their characters' turns. If this becomes necessary, GMs should keep the action moving so no one stays out of the game too long.

Complications and Contingencies: Inevitably, some aspect of a heist goes wrong, adding interest and tension without immediately ending the heist. In a game setting, the GM should specifically plan for fun twists by examining every phase and step of a heist that a group puts together, and figure out what might go wrong and how NPCs would react. In many instances in which a single die roll might make or break a task, consider treating a failure as a lesser degree of success, a time delay, or a success that comes at a heavy cost. As always, GMs should reward smart thinking and good roleplaying by the characters over punishing them for bad die rolls.

For example, if a task requires a character with a high Diplomacy skill to lure a guard away to a game of cards so that his confederates can sneak into the vault, a failed check may mean the guard wants to get other guards in on the game, too, forcing the character to *really* pour on the charm to the whole lot of them, rather than having the guard adamantly refuse and detect the effort.

The players might come up with their own contingency plans during the planning stage. Because heists in fiction tend to have twists and turns that require the crew to be cleverer than their opposition, be forgiving with the details when contingencies come up. Assume that the characters did have some ideas in their back pockets, and play a little loose with the rules if necessary. GMs might allow each player one contingency they have set up for the heist (typically for a moderate or complex heist). When the plan hits a snag, the characters involved can call in their contingency—turns out they had planned for just such a situation, and had the proper tools, documents, or knowledge at hand to meet the challenge. This doesn't let them overcome an obstacle automatically, but might let them try again after a failure or attempt a check they wouldn't have been able to even try without the advantage they revealed with their contingency.

TACTICS

These are the most common tactics PCs will likely employ when executing heists. Each one has a general description, but also lists the skills commonly used as a part of that tactic. Not every attempt at one of these tactics will use those skills, and in many cases, you can simply adjudicate success or failure without a roll if a character does exactly the right thing or exactly the wrong one.

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Bribery: Sometimes it's easier to appeal to an opponent's greed than it is to trick or overpower him. The two key elements of this kind of task are persuasion and the currency to back it up. A team planning a heist might bribe a guard to look the other way during a break-in, a master architect to reveal where the secret sally port is, a powerful wizard to craft a scroll of *nondetection* with no questions asked, or even a random stranger who happens upon a heist mid-execution to keep quiet. Bribing semi-intelligent creatures (such as a dog with fresh meat, or some kind of guardian creature with a few flashy but cheap objects) counts as the bribery tactic as well. To determine the value that will make an effective bribe for an intelligent creature, use that creature's CR (or the group's total CR) as the Heroic Level value on Table 14–9: NPC Gear on page 454 of the *Core Rulebook*. Use the total gp value as a basis. An appropriate bribe can range from 5% for a minor favor (like taking the briber to the guard captain) to 10% for a larger one (like revealing a secret) to 25% or more for simply letting the PCs pass and looking the other way, risking their jobs and reputations if their employer discovers this treachery. A PC usually determines an appropriate bribe using Appraise or Sense Motive, and might need to use Diplomacy (or, rarely, Intimidate) to convince the target to take the bribe.

Disguise and Impersonation: When a PC needs to make an obstacle think she's someone else, it falls under the category of disguise and impersonation. Some team members use makeup, prosthetics, and guile, while others rely on magic. Disguise and Bluff are the crucial elements of disguise and impersonation, though Linguistics might help imitate speech patterns and Knowledge or Profession skills might be required to simulate a specific person's abilities. *Disguise self*, *polymorph*, and *seeming* spells can improve a PC's disguise. Spells like *mind blank*, *nondetection*, and *undetectable alignment* offer partial protection against some divination spells, but can tip off a nearby caster that a disguised PC isn't who she seems.

Dispelling and Countermagic: This very specific task requires a spellcaster or someone with the ability to use certain magical devices. Any sort of defense that includes divinations, passive alarms, and protective spells might require a magical solution. Knowledge (arcana) and Spellcraft are important for the process of dispelling or using countermagic, as they help to ascertain what sorts of spells are active and what the appropriate countermeasures might be.

Diversion: A diversion can draw someone or something away from another critical feature of the defenses. A diversion might be needed to distract a single individual, a small group of people, or an entire community, and becomes more difficult the greater the scale. Diversions might consist of actual skirmishes between opposing groups (a rival group of thieves and the local watch patrol), brilliant displays of magic, or outrageous flirting (this is particularly valuable at court). Though Bluff is the most common skill used in diversions, Perform and Intimidate can also help draw attention, and many diversions require little skill at all. Spells useful for creating diversions include *dancing lights*, flashy attack evocations, illusions (especially figments and patterns), and summoning spells.

Finesse: Activities that require physical skill (and typically high Dexterity) fall under finesse. This includes acrobatic stunts, picking locks, and so forth. Acrobatics and Disable Device help with finesse. A spellcaster who's weak at finesse can still attempt to overcome locks with the *knock* spell.

Force: This kind of task is the easiest to complete, because most characters are very good at overcoming enemies with violence. This obviously focuses on combat, but other elements of force can include carrying a large piece of equipment, hoisting the gate blocking ingress to the castle, or smashing in a door.

Observation: In most heists, there is usually a call for at least one member to hang back and keep a watch on things for the rest of the group. This might include looking out for approaching guards, using scrying magic to observe where a specific individual is or whether a room is truly empty, or simply keeping different teams on task and their actions coordinated. The observer might also take on the role of a backup to other tasks or a means of rescue if things go off track. Perception is the most commonly used skill for observation, though assessing the necessary information acquired through observation requires Sense Motive, an appropriate Knowledge skill, Spellcraft, or a Profession skill related to the people being observed.

Persuasion: Attempting to use social skills such as Diplomacy or Intimidate can be an uphill battle against suspicious guards, as the guards' job depends on keeping the wrong people out. Enchantment spells and spells

Diversions

Diversions are well suited to characters who aren't stealthy themselves and are attempting to aid their sneakier allies. Here are a few specific types of diversions.

Double Bluff: This ploy is useful when multiple subgroups of the party attempt to sneak into a place. Less stealthy members go in together, so that if they get caught they can instead create a diversion to help their stealthier allies. This trick can backfire if the guards react by raising the alarm.

Harrying: If the enemy has a defensive position or superior numbers, some of the PCs can attack them anyway, not to defeat them, but to draw their attention. The skirmish must be credible enough to draw attention, but not so much that the enemy retaliates en masse.

Puppet Brawl: In an urban setting, some of the PCs can start a brawl with random locals or each other in order to draw guards away from their post.

Razzle-Dazzle: The most common way to use social skills for a diversion, the razzle-dazzle entices guards to engage in an interesting conversation or engaging performance and shirk their duties.

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Group Stealth and Disguise

Sneaking around and using disguises can be difficult when operating as a group. Though one person might be highly skilled and specialized, it's often the party member with the worst Stealth or weakest disguise who causes the whole group to get caught. Though the most effective tactic is to assign those characters to different tasks, that's not always possible. Here are a few ways to help mitigate this risk.

Unseen Numbers

More people require more or larger places to conceal themselves, and even then the group is only as stealthy as its clumsiest member. Using aid another on an ally's Stealth check is often infeasible. It's useful when attempting to sneak as a group to have the stealthier or more perceptive characters move ahead of the rest of the party. The job of the forward characters is to spot guards or traps before the rest of the party can stumble into them. Once warned of the danger, other party members can either change their route or use their own talents to handle the situation. Characters farther back are harder to perceive because of distance and possibly doors or walls.

Characters with the teamwork feat Stealth Synergy (*Ultimate Combat* 121) can use the highest Stealth check roll among them (though they still use their own skill modifiers). A few archetypes have abilities to boost their allies' Stealth checks, including the daring infiltrator swashbuckler (*Advanced Class Guide* 124), the guide ranger (*Advanced Player's Guide* 125), and the warden ranger (*Ultimate Combat* 68).

Armored Subterfuge

Medium and heavy armor are vital to the survival of many characters, yet often counterproductive when sneaking past guards or disguising oneself. Though lighter armor is always an option, there are a number of ways to reduce the penalties associated with heavier armor. Masterwork armor and those made from special materials such as mithral have lower armor check penalties. A number of magic armor special abilities improve skills normally penalized by armor, including *creeping* (*Ultimate Equipment* 116), *shadow*, and *slick*. The *glamered* armor special ability allows even a heavily armored character to blend into a crowd. Any armor's penalty can be reduced with the Armor Expert trait (*Ultimate Campaign* 51) or the fighter's armor training ability. Applying armor ointment (*Ultimate Equipment* 102) or casting *effortless armor* (*Ultimate Combat* 228) also reduces armor check penalty.

Group Disguises

Disguise has an advantage over stealth, as sometimes not everyone in the party needs to be disguised for a plan to work. For instance, one or more characters might disguise themselves as bounty hunters or guards bringing in the others in chains. Breakaway chains and false manacles (*Ultimate Equipment* 60, 64) allow PCs to appear chained while able to easily free themselves.

Even a good disguise fails, however, if the character can't play the assumed persona convincingly. The best disguises are often as people unlikely to be questioned or engaged in conversation—servants, laborers, and guards. A brazen infiltrator might pretend to be someone in authority, such as a foreign noble or a military officer, relying on aloofness or brusqueness to avoid questions. For a group, one character can be disguised as an authority figure while the rest play her servants. This provides a built-in excuse for party members to defer to the PC with the best social skills.

like *innocence*[APG] or *glibness* can help a PC overcome this natural wariness.

Smuggling: The complexity of smuggling can have an enormous range. It could be as simple as slipping a weapon inside a well-guarded parlay chamber or as complex as getting an entire team of acrobats past the duke's throne room unnoticed and unharmed. Smuggling falls under Sleight of Hand, but Bluff or Disguise might be useful to maintain a facade while smuggling something or someone valuable.

Stealth and Subterfuge: Though sneaking past enemies and wards is a major part of stealth and subterfuge, this category also includes other tasks that require discretion. Example tasks include scaling a wall and slipping through a window, surreptitiously adding a sleeping potion to a courtier's drink, lifting the prison key off the captain of the guard, and sneaking through the sleeping quarters of the guards. Stealth and Sleight of Hand are the main skills used in such situations. Spells like *invisibility*, *silence*, polymorph spells, and *darkness* (if used carefully) make a PC much stealthier.

Example Heist

The following example illustrates the step-by-step process of building a heist, and how a group might tackle the heist during a game session.

The GM decides she wants the next big encounter in her campaign to be a heist, in order to add some new intrigue elements to the table. The PCs have been enjoying their ongoing struggles against a rival merchant lord who has been making life difficult for them. The GM plans out a quick encounter with an NPC who suggests that the best way to get leverage on the merchant lord is to steal the records of

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his illicit dealings with the local thieves' guild that he keeps in a locked safe in his workshop.

The goal is "Steal an Item," and the GM decides she wants a heist of moderate scope, so each character should have three mandatory obstacles to overcome in order to pull it off. She begins to compile a list of each character's strengths. The four characters are Valeros the fighter, Ezren the wizard, Merisiel the rogue, and Kyra the cleric.

Valeros is, of course, very good at fighting and breaking things, but also happens to be good at carousing. Ezren likes to fling powerful magic around every chance he gets. Merisiel is great at skulking about, and she makes a good flanking partner for Valeros. Finally, Kyra is wise and observant and somewhat skilled at interpersonal tasks. The GM chooses a variety of obstacles that she thinks will be fun for these characters to overcome by using their strong suits.

The GM decides to include several guardians that block the path and will likely need to be defeated by force, including front-gate guards and a guardian gargoyle that Valeros and Merisiel might be able to fight together.

Figuring the party will gather information before the heist, she seeds information on the tavern where the guards like to carouse, expecting Valeros might join them for a drink and try something there before the main heist, potentially asking to join as a new guard. She also includes information about an old priest who used to serve the merchant lord for many years and knows the full layout of the manor house, unlike most guards who don't have access to the inner areas; the GM thinks Kyra might want to use her status as a fellow cleric to convince the priest to help the PCs in some way.

Anticipating that Ezren might enjoy doing something flashy, she decides that the final obstacle of escaping with their prize will involve a rival gang of thieves disguised as manor house servants, giving Ezren a chance to make a distraction so the others can slip away. She continues setting these obstacles and opportunities for the PCs, filled with chances for the PCs to use abilities, character personalities, and background tidbits the players would likely enjoy.

When the group decides in the course of the game that they want to break into the merchant's manor and steal his ledgers, they begin gathering information just as the GM planned. However, there's a slight alteration to the GM's plans because, instead of having Valeros join the guards, they decide that a careful application of magic could take out the guards quietly. Also, playing slightly differently from normal, the group decides to use Ezren as an observer, drawing on his little-used scrying magic to assist in penetrating the grounds with little notice, leaving Kyra to put on a light show with her sun magic and make the final distraction to aid the escape.

And so it goes, as the Game Master reveals the manor's defenses and the players figure out their way of dealing with them. The heist that the group plans and executes is different from what the GM guessed it might be. However, the whole group still has a good time pulling off the heist and the players all get a chance for their characters to shine.

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Infiltration

An infiltration requires stealth and discretion to win the day. Unlike a heist, infiltration is typically limited to a smaller set of skills, and suited for one or two PCs rather than utilizing the whole group.

Infiltration covers both a direct infiltration with a single, set goal (similar to a heist) and long-term espionage that requires living a double life and has a less specific goal. Infiltration ranges from breaking and entering to using social skills to get inside a location. Infiltration usually requires the Stealth and Disguise skills, and often social skills and Sleight of Hand as well.

Alternate Goals

An infiltration might have one of the same goals as a normal heist (see page 118), or it could aim at one of the following goals instead. Because it is less complicated than a heist, an infiltration is typically suited to smaller and more immediate goals rather than campaign-changing ones.

Assassinate or Kidnap a Creature: The object of this infiltration is to kill or capture one or a small number of targets. It's natural for a creature to let its guard down in the safety of its home or base, allowing you to catch it at its weakest. In many cases, striking at the leader will cause followers to flee or fall into infighting, thus removing the threat they present without direct conflict.

Spreading Propaganda: In this infiltration, the PC blends in with a population in order to spread misinformation. This sort of infiltration is particularly dangerous because, although the PC is in disguise, she needs to actively engage with people, often in public places. Usually this is done on behalf of a rival nation or organization in order to reduce morale and turn the populace against their leaders in preparation for a political or military takeover. Alternatively, the PC might act as an agent provocateur, urging the populace to rise up against their leaders, or inciting the leaders to attack another group. Spreading propaganda could involve placing posters, making graffiti, or otherwise conveying the propagandist's message through art rather than interaction. This requires applying an appropriate Craft skill. To be truly effective, artistic propaganda still requires the infiltrator to interact with other people—though creating a massive work of propagandist art that requires multiple people to carry out could do the trick.

Perform Reconnaissance: The infiltrator is attempting to gather information about a location and its inhabitants. Details of the location's defenses and defenders, as well as its strategic targets, allow her and her allies to be prepared for subsequent assaults, heists, or investigations against that location. Eavesdropping on a suspected criminal could allow the PC to catch him red-handed at his next crime or reveal the identities of others involved in the criminal operation. A less scrupulous character might use reconnaissance to blackmail a target by threatening to exploit or expose the secrets she discovers.

Scope

An infiltration has a scope just like a heist, though it functions a little differently. The GM is typically dealing with a smaller number of characters at a time and doesn't need to provide as many obstacles. In addition, an infiltration always has a specific scope. There are two possible scopes for infiltration: fast or long-term.

Fast: The PC or PCs need to get in quickly and take care of their task. The infiltration usually takes no more than a few hours in game time and 10–15 minutes or so at the game table. This requires one to three obstacles for a single PC or one obstacle per PC if multiple PCs are involved. If you find yourself needing more than three obstacles, use a heist instead so all the characters get involved.

Long-Term: This covers long-term espionage, and requires the PC to create a cover story or alternate identity. It plays out over the course of several sessions, but usually takes up 10 minutes or less per session. Rather than having a set number of obstacles to obtain a single goal, put two obstacles in front of the PC as she tries to infiltrate the organization or befriend the target. Then provide a single obstacle or two each session in which the PC attempts to get something out of the infiltration. Provide a minor piece of useful information for each obstacle overcome, or a more important piece at certain intervals (typically after the PC has overcome four or five obstacles). Structure the secrets of the organization in layers from the least secret to the most secret, so the PC gets closer and closer to the innermost levels of the organization. People from the organization the PC is infiltrating might encounter the PC elsewhere, in which case she might need to quickly adopt her cover or avoid being noticed. Long-term espionage can go on indefinitely, but each time the PC fails to overcome an obstacle, the organization or target becomes more suspicious of her true agenda. After three failures (or one egregious failure), the interloping character's motivation is revealed unless she takes extraordinary steps to repair her reputation.

Covers and Personas

During a heist, and especially in an infiltration, a character might need to assume a cover: a false identity. This identity needs only a few details, like the person's name, profession, and recent history. The most important aspect of a cover is consistency—the PC needs to keep any details straight so she doesn't contradict herself later. A cover identity might involve an accent, mannerisms, a style of dress, and other quirks.

Much more involved than a cover, a persona is a fully fleshed-out identity crafted over months or years. The infiltrator needs to know every single detail about the persona, and might live as that persona for weeks at a time in order to keep up the charade. A long-term infiltration might require a persona rather than a cover.

A persona is thematically similar to a vigilante's multiple identities, and the player of an infiltrator attempting long-term espionage should put as much effort into the details of the persona as she does into the backstory of

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her actual character. Though a character adopting a cover identity likely uses Bluff to fake any areas of expertise her cover identity is supposed to know, a character living as a persona picks up actual skills related to that persona over time, and might spend skill ranks in Craft, Knowledge, and Profession skills appropriate to her persona.

Quick Covers: The following list gives some examples of covers that characters might adopt and pretenses for why they're entering the location they're infiltrating. If a player is having trouble coming up with a cover identity on short notice, you can use the following suggestions directly or as inspiration. They are broken out by their social role, but many cover identities apply to multiple roles.

Average Person: Beggar, looking for a place to find shelter; chambermaid, coming to sweep the halls; rat catcher, hired after someone heard squeaking; shopkeeper, delivering an urgent order; herbalist, selling poultices and tinctures door to door.

Entertainer: Bard-for-hire, come to perform a song at the bidding of a secret admirer; jester, looking for a noble in need of her antics; painter, in need of a patron and a location to create beautiful murals; big-city theatrical producer, searching for the next big star.

Holy Visitor: Traveling priest, spreading the good word; soothsayer, come to deliver a dire warning; religious scholar, arriving to do research in the library.

Important Noble: Child of a prominent duchess, in town to attend a falconry competition; veteran knight, visiting the countryside after a hard-won victory in a jousting competition; advisor to a desert prince, traveling to find new trading partners; herald, bringing news of the imminent arrival of his lord.

Officer of the Law: Constable, coming to search for an escaped prisoner; barrister, investigating one of the property owner's business rivals; tax collector, assessing the value of the establishment.

Wealthy Visitor: Self-made merchant, seeking employees to buy and sell goods for her; hedonistic socialite, looking to hire locals to throw a big party; vacuous heir, looking for property to buy; gambler, trying to find players for a high-stakes game.

Maintaining the Charade

When carrying out a long-term infiltration, characters should strive to keep their personas as easy to maintain as possible, and shouldn't rely on disguises or magic to alter their appearance, instead using relative anonymity to avoid recognition. An infamous face might eliminate this option, however, and necessitate a long-term disguise. Adjusting mannerisms, modes of dress, and speech are all easier than maintaining physical disguises. Using spells to maintain a persona is particularly risky—long-lasting spells are generally needed, and the longer the charade goes on, the more likely a spy is to encounter someone who can see through an illusion or detect the magical effect.

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Leadership

Social interactions and the bonds between people are some of the most important elements in any story. One of the best ways to portray those ties and bring a supporting cast of NPCs to life is through the Leadership feat, though getting the most out of it can sometimes be a challenge for both players and GMs. This section offers an in-depth overview of the Leadership feat, presenting suggestions for how to include cohorts and followers in your game and incorporate them into various rules systems found in *Pathfinder RPG Ultimate Campaign*.

Leadership Modifiers

The leadership modifiers in the description of the Leadership feat (*Pathfinder RPG Core Rulebook* 129) are concise, so some GMs may appreciate more guidance on adjudicating them. With the reputation and fame system on pages 180-185 of *Pathfinder RPG Ultimate Campaign*, or the new influence system on pages 102–117, it is possible to create a more detailed framework to determine when those modifiers apply.

Great Renown: If using the reputation and fame system from *Ultimate Campaign*, a character gains a +1 bonus to her Leadership score if she has at least 30 Fame and a +2 bonus if she has at least 55 Fame. Alternatively, if using the organizational influence system (page 109) and recruiting cohorts or followers from an organization, a character gains a +1 bonus to her Leadership score for those cohorts and followers if she is Rank 2 or 3 with that organization and a +2 bonus if she is Rank 4.

Generosity and Stinginess: To receive a +1 bonus from fairness and generosity, a character must provide above-average remuneration to her cohort and followers. In the case of an adventuring cohort, an average amount of remuneration would be an equal or slightly less than equal cut of the treasure. If a leader provides her cohort and followers with poor remuneration, she still retains the loyalty of her cohort and followers, but she takes a –1 penalty to her Leadership score. If she doesn't pay them enough to subsist (or provide subsistence for them), she takes a –2 penalty and risks double or even triple that penalty if such behavior lasts more than a week.

Special Power: This refers to something beyond the typical power that a character gains from increasing in level (which is already reflected in her Leadership score by the inclusion of character level). A mythic character would definitely gain the +1 bonus to her Leadership score, as would one who possesses an artifact or knows a number of powerful and rare occult rituals.

Success and Failure: A character who achieves a significant string of successes gains a +1 bonus to her Leadership score, and a character who meets with a significant string of failures takes a –1 penalty to her Leadership score. If using social conflicts (see pages 166–175), a character who wins a significant long-term social conflict might gain a permanent +1 bonus to her Leadership score each time she does so, and one who loses such a conflict might instead take a permanent –1 penalty to her Leadership score.

Aloofness and Camaraderie: A character who is aloof and elitist takes a –1 penalty to her Leadership score, while a character who is friendly, supportive, and accessible gains a +1 bonus to her Leadership score. If using the relationships system on pages 176-179 of *Ultimate Campaign*, a character instead gains a +1 bonus for camaraderie with a cohort if their Relationship Level is fellowship, which increases to +2 if their Relationship Level is devotion; this bonus doesn't stack with modifiers incurred for aloofness or camaraderie toward other characters.

Cruelty: A character who is cruel and callous toward her cohorts and followers takes a –2 penalty to her Leadership score. In the case of a particularly evil character whose cruelty is part of her legend and who is recruiting equally horrific individuals, this penalty might not apply, but she might take a similar penalty if she performs too many acts of kindness, ruining her reputation for cruelty. This is not to say that most evil leaders work this way, however, as kindness can be an exceptionally useful tool for a manipulative leader.

Other Modifiers from the Core Rulebook: The other modifiers from the *Core Rulebook*, such as having a familiar, recruiting a cohort of a different alignment, or causing deaths, are simpler to adjudicate. Many characters qualify for having a guildhouse or base of operations, gaining a +2 bonus to their Leadership scores specifically for the purpose of followers.

High Leadership Scores and Followers

Some characters might have a Leadership score well above 25, and a GM can allow such characters

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to have more followers. For every 2 points by which a character's Leadership score exceeds 25, multiply the number of 1st-level followers gained by 1–1/2 (round down); the character gains 1/10 that many 2nd-level followers (round down), 1/2 as many 3rd-level followers as 2nd-level followers (round up), 1/2 as many 4th-level followers as 3rd-level followers (round up), and so on up to 6th-level followers. To calculate the number of 1st-level followers gained at an even Leadership score beyond 25, take the average of the number of 1st-level followers gained for the two nearest odd Leadership scores, and round down. Then calculate the remaining followers in the same way as for odd Leadership scores (with one exception: a character with a Leadership score of 26 has two 6th-level followers).

For example, a character with a Leadership score of 27 would have 202 1st-level followers, 20 2nd-level followers, 10 3rd-level followers, five 4th-level followers, three 5th-level followers, and two 6th-level followers. Meanwhile, a character with a Leadership score of 26 would have 168 1st-level followers, 16 2nd-level followers, eight 3rd-level followers, four 4th-level followers, two 5th-level followers, and two 6th-level followers (due to the exception).

Loyalty and the Leadership Feat

Conflicting loyalties and potential betrayals are part of the excitement of the Leadership feat. Having fully loyal followers weakens the tension of the game—imagine if all the PCs and NPCs used Leadership to surround themselves with implacably loyal allies who neither side could subvert, trick, or recruit. Cohorts and followers begin genuinely loyal to their leaders, but they aren't immune to bribery, blackmail, replacement with an impostor, and other manners of threats and enticements.

On the other hand, players like to receive a more concrete benefit from their feats—the benefits of Toughness and Skill Focus, for example, can't be reduced by bribes or chicanery. For that reason, as well as to balance the spotlight, consider making the Leadership feat free in an intrigue-focused campaign, with the caveat that players' cohorts and followers may change their loyalties in certain circumstances. Sometimes, a little warning is all it takes to avoid an unpleasant clash of expectations later in the game.

Some groups have players with the Leadership feat run their cohorts during combat to take the burden of running additional NPCs off the GM. This method can still be used in a campaign where cohorts and followers might betray the PCs, but the GM should remind players that she might make adjustments to a cohort's proposed actions every once in a while. For more advice on running cohorts, see pages 140–141 of *Ultimate Campaign*.

The Role of Cohorts and Followers

Cohorts traditionally function as fellow adventurers, and followers function as background characters who perform tasks to help the PCs behind the scenes. There are plenty of other things for these characters to do, however, such as aiding in downtime activities

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or kingdom-building. The options below make followers more involved in campaigns, and also provide alternatives for groups that want to enjoy the character interaction from having cohorts but don't want more characters in combat.

Contacts: When using the contacts rules on pages 148-153 of *Ultimate Campaign*, a cohort or a follower can act as a contact. Followers typically have a Trust score of 3 or 4, whereas a cohort always has a Trust score of 5. Using followers and cohorts as contacts is a good way to keep them in the background and away from the direct spotlight.

Downtime: The downtime system in *Ultimate Campaign* already interfaces with the Leadership feat. A character can use followers as labor or organize them into teams, and can appoint a cohort or a notable follower to serve as a manager for her business. See page 80 of *Ultimate Campaign* for more details.

Heists: Followers can aid in overcoming the obstacles of a heist (see pages 118–129). They can help distract guards, help foil barriers, and even brave hazards. Cohorts can act as if they were additional PCs during the heist, allowing the group to do more to achieve the heist's goals.

Influence: When using the influence system (see pages 102–117), cohorts can potentially help the party gain influence at a social event, allowing more discovery or influence checks. A character could also offer the service of her cohorts and followers to curry favor with an organization, and if the organization is the source of these followers or cohorts, the character can gain additional Leadership bonuses from having high influence (see the Great Renown section on page 130).

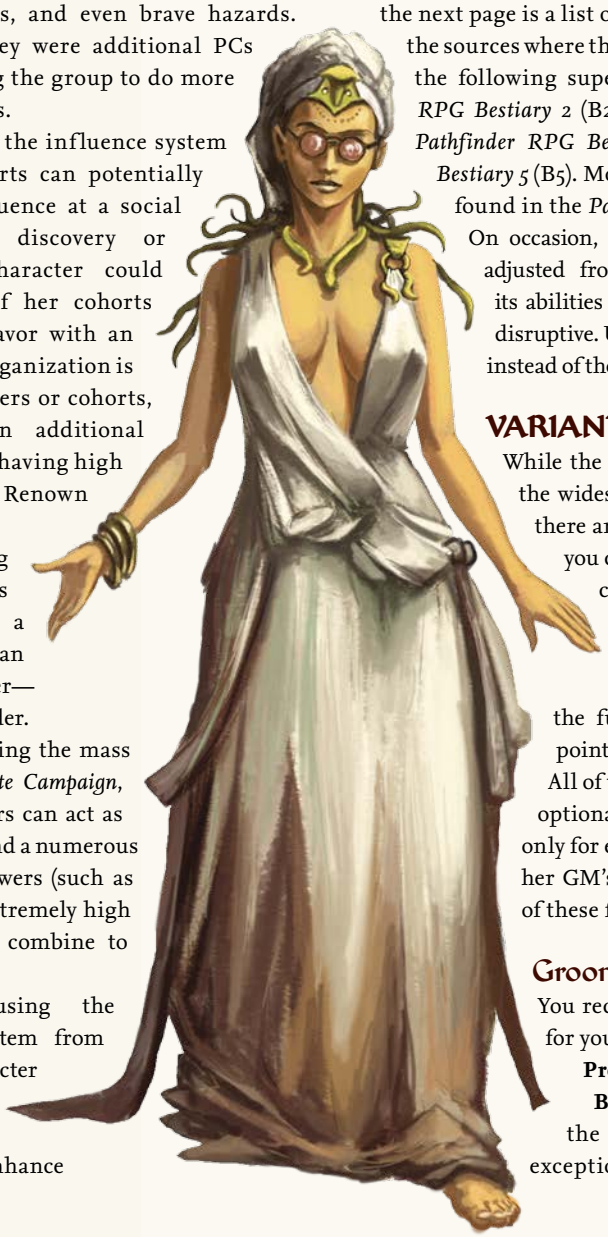
Kingdoms: When using the kingdom-building rules from *Ultimate Campaign*, a cohort—or, in rare cases, an extremely skilled follower—can serve as a kingdom leader.

Mass Combat: When using the mass combat rules from *Ultimate Campaign*, cohorts or notable followers can act as commanders for armies, and a numerous group of like-leveled followers (such as the 1st-level followers at extremely high levels of Leadership) can combine to form their own army.

Reputation: When using the reputation and fame system from *Ultimate Campaign*, a character could have her followers or cohort perform impressive actions to enhance her reputation. Fame also provides a good measure of how famous the character is for the purpose of Leadership bonuses (see the Great Renown section on page 130).

Social Conflicts: A party engaged in a social conflict (see pages 166–175) can use cohorts or followers as agents to attempt to perform goals during challenges, potentially increasing the party's reach and allowing them to participate in multiple engagements simultaneously. Sneaky, personable, or knowledgeable cohorts and followers can aid in discovery challenges or even take on the challenges themselves.

Verbal Duels: A clever PC can stack the deck in her favor by seeding followers into an audience before a verbal duel (see pages 176–181) in an attempt to gain an edge or at least counter negative biases.



Monstrous Allies

Sometimes befriending a monster instead of relying on force can lead to a particularly satisfying experience. On the next page is a list of potential monster cohorts, with the sources where those monsters appear indicated via the following superscript abbreviations: *Pathfinder RPG Bestiary 2* (B2), *Pathfinder RPG Bestiary 3* (B3), *Pathfinder RPG Bestiary 4* (B4), or *Pathfinder RPG Bestiary 5* (B5). Monsters without sources listed are found in the *Pathfinder RPG Bestiary*.

On occasion, a monster's cohort level has been adjusted from previous publications because its abilities have the potential to be extremely disruptive. Use the cohort levels presented here instead of those provided in earlier publications.

Variant Leadership

While the Leadership feat excels at granting the widest variety of cohorts and followers, there are a number of other ways is which you can introduce Leadership into your campaign. The following are a few different forms of Leadership, most of which can be taken at a lower level and then upgraded to the full Leadership feat at some later point in the campaign, if so desired.

All of the variant feats in this section are optional, and Vile Leadership is suited only for evil characters. A player should get her GM's permission before selecting any of these feats.

Groom

You recruit a professional groom to care for your mount.

Prerequisite: Character level 4th.

Benefit: This feat is similar to the Leadership feat, with several exceptions to note. You can attract only

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Table 3-2: Monstrous Cohorts

Monster	Cohort Level
Adlet[B3]	14
Ahuizotl[B3]	11
Apallie[B5]	4
Aranea[B2]	8
Arbiter[B2] (inevitable)	7
Augur[B3] (kyton)	7
Avoral[B2] (agathion)	15
Axiomite[B2]	14
Azer[B2]	3
Babau (demon)	11
Bearded devil	13
Blink dog[B2]	6
Blood hag[B4]	16
Bralani (azata)	11
Brownie[B2]	3
Cambion[B5] (demon)	5
Cassisian[B2] (angel)	7
Centaur	5
Ceustodaemon[B2] (daemon)	14
Chuspiki[B5]	6
Contemplative[B4]	7
Criosphinx[B3] (sphinx)	13
Deep merfolk[B5]	6
Derhii[B3]	10
Dragon horse[B2]	16
Dragon, young	CR + 8
Dragonkin[B5]	12
Dragonne[B3]	11
Draugr[B2]	6
Dretch (demon)	5
Drider	11
Dullahan[B2]	15
Einherji[B4]	17
Encantado[B5]	11
Erinyes (devil)	16
Ettin	11
Faun[B3]	4
Festrog[B3]	3
Firbolg[B5]	8
Flumph[B3]	4
Flytrap leshy[B5]	6
Fossegrim[B4]	9
Fungus leshy[B3]	4
Gancanagh[B5] (azata)	8
Garuda[B3]	16
Ghoul	5
Ghul[B3]	9
Giant eagle	6
Giant owl[B3]	9
Giant vulture[B3]	7
Girallon	11
Gourd leshy[B3]	3
Griffon	8
Guardian naga	14
Gynosphinx (sphinx)	16
Haniver[B4] (gremlin)	3
Harbinger[B3] (archon)	7
Heikeigani[B5]	6
Hell hound	7
Hellcat[B2]	14
Hieracosphinx[B3] (sphinx)	11
Hippocampus[B2]	4
Hippogriff[B2]	6
Hound archon	12
Howler[B2]	7
Huecuva[B3]	5
Huldra[B4]	9
Imp (devil)	8
Incubus[B3] (demon)	14
Invisible stalker	14
Jack-o'-lantern[B4]	5
Janni (genie)	12
Kabandha[B5] (cyclops)	14
Karkadann[B5]	7
Kech[B3]	6
Kirin[B3]	13
Kuwa[B3] (oni)	7
Lammasu[B3]	15
Leaf leshy[B3]	2
Legion archon[B3]	15
Leonal[B2] (agathion)	17
Leucrotta[B2]	9
Lillend (azata)	11
Lotus leshy[B5]	8
Lyrakien[B2] (azata)	8
Maftet[B3]	11
Manticore	9
Medusa	14
Mephit	7
Mercane[B2]	11
Mimic	9
Muckdweller[B5]	1
Nependis[B4]	14
Nephilim[B3]	13
Nightmare	11
Nosoi[B4] (psychopomp)	8
Nycar[B4]	6
Ogre mage (oni)	13
Owb[B4]	12
Pegasus	6
Phantom armor, giant[B4]	7
Phantom armor, guardian[B4]	4
Pipefox[B4]	6
Pixie	8
Pooka[B4]	8
Pseudodragon	6
Psychemental[B5]	15
Pyrausta[B5]	3
Raktavarna[B3] (rakshasa)	7
Ratling[B4]	7
Redcap[B2]	9
Reptial[B5] (agathion)	7
Sabosan[B3]	10
Saguaroi[B4]	9
Sasquatch[B3]	5
Satyr	10
Sea cat[B4]	8
Seaweed leshy[B3]	5
Shadow demon	15
Shadow drake[B4]	7
Shadow mastiff[B3]	9
Shae[B3]	7
Shedu[B3]	17
Shield archon[B2]	17
Shikigami[B3] (kami)	7
Shobhad[B4]	9
Shredskin[B4]	7
Shriezyx[B4]	9
Shulsaga[B4]	7
Silvanshee[B2] (agathion)	7
Siren[B2]	16
Skeletal champion	6
Skulk[B2]	4
Sleipnir[B3]	16
Snallygaster[B4]	7
Soulbound doll[B2]	5
Soulbound mannequin[B4]	12
Spriggan[B2]	6
Stone giant	13
Svartalfar[B4]	12
Swan maiden[B4]	10
Tanuki[B3]	8
Thought eater[B5]	7
Treant	14
Triton[B2]	3
Unicorn	8
Uraeus[B5]	9
Vanth[B4] (psychopomp)	15
Vulnudaemon[B3] (daemon)	9
Vulpinal[B2] (agathion)	11
Winter wolf (worg)	8
Wood giant[B2]	11
Worg	4
Wysp[B5]	6
Wyvern	10
Xanthos[B4]	17

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a 1st-level cohort (referred to hereafter as a groom) with this feat, and cannot recruit followers of his own. You determine your Leadership score according to the rules presented in the Leadership feat (*Pathfinder RPG Core Rulebook* 129), but your groom is always at least 3 levels lower than your level.

A groom can take levels in bard, fighter, or ranger. A groom can't multiclass, though he can take any archetype for which he qualifies.

A groom finds the best place to stable and conceal your mount and the mounts of up to five allies while you and your allies are elsewhere. A groom adds half his level (minimum 1) to Stealth checks when concealing himself and any mounts that are left in his care. A groom also gains the ability to speak with animals as a supernatural ability, but he can use this ability only with horses, riding dogs, and other mounts of the animal type.

If a groom gains enough XP to bring him to 2 levels lower than your level, he doesn't gain the new level until you gain your next level; until you advance, his XP total remains 1 less than the amount needed to attain the next level.

If you release your groom from service or otherwise lose your groom, you can recruit a new one. At 7th level, you can swap this feat for the Leadership feat.

Light Bearer

You recruit a torchbearer who joins you on your adventures to help illuminate even the darkest dungeons.

Prerequisites: Character level 4th.

Benefit: This feat is similar to the Leadership feat, with several exceptions. You can attract only a 1st-level cohort (referred to hereafter as a light bearer) with this feat, and can't recruit followers. You determine your Leadership score according to the rules presented in the Leadership feat, but your light bearer is always at least 3 levels lower than your level.

A light bearer can take levels in alchemist[APG], fighter, or rogue. The light bearer cannot multiclass, though he can take any archetype for which he qualifies.

The radius of normal and increased illumination shed by whatever alchemical or mundane light source the light bearer carries increases by 10 feet. He also gains a +4 bonus on all saving throws made against an effect that would extinguish any nonmagical (including alchemical) light source he carries.

If a light bearer gains enough XP to bring him to 2 levels lower than your level, he doesn't gain the new level until you gain your next level; until you advance, his XP total remains 1 less than the amount needed to attain the next level.

If you release your light bearer from service or otherwise lose your light bearer, you can recruit a new one. At 7th level, you can swap this feat for the Leadership feat.

Page

You recruit a page who heralds your approach and has the ability to smooth the path of your diplomatic missions.

Prerequisites: Character level 4th, proficiency with martial weapons.

Benefits: This feat is similar to the Leadership feat, with several exceptions. You can attract only a 1st-level cohort (referred to hereafter as a page) with this feat, and can't recruit followers. You determine your Leadership score according to the rules presented in the Leadership feat, but your page is always at least 3 levels lower than your level.

A page can take levels in bard, cavalier[APG], or paladin. She cannot multiclass, though she can take any archetype for which she qualifies.

Whenever a page tries to influence a creature's attitude by using the Diplomacy skill, she can use her total Diplomacy skill bonus or yours. Any improvement of a creature's attitude toward the page also applies to you.

If a page gains enough XP to bring her to 2 levels lower than your level, she doesn't gain the new level until you gain your next level; until then, her XP total remains 1 less than the amount needed to attain the next level and she gains no additional XP until you advance in level.

If you release your page from service or otherwise lose your page, you can recruit a new one. At 7th level, you can swap this feat for the Leadership feat.

Recruits

Be they students, retainers, new recruits to your order, or neophyte members of your faith, you have access to a small set of dedicated servants.

Prerequisites: Cha 13, character level 5th.

Benefit: You gain a number of cohorts (as per the Leadership feat) that represent NPCs you are responsible for instructing and overseeing. You have a number of such cohorts equal to half your character

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level. Unlike normal cohorts, these recruits must be at least 4 levels lower than your level. Since these recruits must spend most of their time studying and gaining experience, only one recruit can travel with you at a time (though they all gain experience at the same rate, as those not present are assumed to be studying and growing independently). Whenever you are in a major town or city, you can exchange the recruit currently accompanying you for a different member of your recruits.

As recruits are busy learning and studying the basics of their careers, those not traveling with you can't engage in mundane or magical crafting or Profession checks. Recruits not traveling with you can, however, serve as managers for your holdings if you are using the downtime rules (*Ultimate Campaign* 88). If a recruit dies, you take only a –1 penalty to your Leadership score.

Special: The Recruits feat counts as the Leadership feat for purposes of fulfilling prerequisites. A character cannot have both Leadership and Recruits. A character with Recruits who later qualifies for Leadership can exchange this feat for Leadership immediately upon qualifying (selecting one minor cohort to become a full cohort, while the rest move on).

Vile Leadership

You rule over your own cabal of minions with a villainous cohort as your lieutenant.

Prerequisites: Any evil alignment, character level 7th.

Benefits: You can attract a loyal cohort and a number of intimidated followers to assist in your nefarious deeds. This feat is similar to Leadership, except Vile Leadership rewards—rather than punishes—leaders with cruel reputations or who cause their followers' deaths. Once you take this feat, you cannot take the Leadership feat without retraining your feat selection (*Ultimate Campaign* 191).

Numerous factors can affect your Vile Leadership score (which acts as a Leadership score for the purpose of feats and abilities that rely on a Leadership score, other than Leadership itself); work in conjunction with your GM and use the tables below to adjust your Vile Leadership score accordingly. The NPCs you attract must be of a nongood alignment.

Vile Leadership Modifiers: Your reputation (from the point of view of the cohort or follower you are trying to attract) raises or lowers your Vile Leadership score.

Leader's Reputation	Modifier
Ruthless	+2
Rewards loyalty or success	+1
Possesses a special power	+1
Indecisive	–1
Tolerant of failure	–1
Merciful	–2

Other modifiers may apply when you try to attract a cohort with this feat, as listed below.

Leader's Attributes	Modifier
Gained power by eliminating a superior	+1
Fails to punish or kill minions who make costly mistakes	–2*
Recruits a cohort of a different alignment	–1

* Cumulative per incident of compassion shown. This penalty is incurred even if you show mercy to avoid killing or punishing more than 20% of your minions during a given character level (see the footnote in the following table).

Followers have different priorities from cohorts. When you try to attract a follower, use the following modifiers.

Leader's Attributes	Modifier
Has a stronghold, base of operations, guildhouse, etc.	+2
Has punished or killed minions to set an example or assert dominance	+1*
Has a tendency toward long periods of inactivity	–1
Restricts minions from looting, pillaging, or pursing other spoils of war	–1

* Cumulative to a maximum bonus of +1 per character level. If you punish or kill more than 20% of your minions during a given character level, this bonus becomes a penalty instead. When you gain a new level, any bonus or penalty from punishing or killing minions resets to 0.

Weapon Bearer

You attract a weapon bearer to aid you in your endeavors.

Prerequisites: Character level 4th, proficient with all martial weapons.

Benefits: This feat is similar to the Leadership feat, with several exceptions. You can attract only a 1st-level cohort (referred to hereafter as a weapon bearer) with this feat, and can't recruit followers. You determine your Leadership score according to the rules presented in the Leadership feat, but your weapon bearer is always at least 3 levels lower than yourself.

A weapon bearer can take levels in only cavalier[APG], fighter, or gunslinger[UC]. She cannot multiclass, though she can take any archetype for which she qualifies.

Once per round as a move action that does not provoke attacks of opportunity, you can retrieve an item carried by your weapon bearer. In addition, your weapon bearer can pick up items you drop as an immediate action. In order to use either of these abilities, you and your weapon bearer must be adjacent to each other and must both be able to move and communicate with each other.

If a weapon bearer gains enough XP to bring her to 2 levels lower than your level, she doesn't gain the new level until you gain your next level; until you advance, her XP total remains 1 less than the amount needed to attain the next level.

If you release your weapon bearer from service or otherwise lose your weapon bearer, you can recruit a new one. At 7th level, you can swap this feat for the Leadership feat.

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Nemeses

Over the course of their adventuring careers, player characters face many obstacles and enemies. Only a true nemesis, though, continually tests the PCs, seeking to foil them at every turn. Whether it's a corrupt magistrate thwarting the PCs' efforts to bring order to a town, or a fellow adventurer sabotaging their attempts to curry favor with the king, a nemesis can be the PCs' most memorable foe—particularly if he's an adversary they've made through their own choices. This section provides detailed guidelines to help GMs create recurring villains who are memorable and who possess recourses beyond normal foes. A system of escalating nemesis stratagems helps rivalries intensify over multiple engagements. It also presents suggestions for encounter adjustments and increased XP rewards you might provide to make facing a nemesis deadlier, but also more rewarding. Each foiled strategem should provide the PCs with an opportunity to strike back against their foe, potentially launching into new adventures plotted to go along with the PCs' schemes. These new adventures are also almost certain to deepen the grudge between the characters and their nemesis.

Provoking a Nemesis

The tale of a character and her nemesis is a back-and-forth exchange in which both always try to gain the upper hand. This leads to the nemesis plotting stratagems of escalating severity until one individual decisively defeats the other—often by killing or otherwise ruining the foe. Likewise, nemeses actively strive to foil, sabotage, and otherwise hinder the PCs by employing stratagems—a representation of the plans they implement and resources they possess.

Each stratagem is an event, an encounter, or an adventure in which the nemesis takes action against the PCs. If there is a social aspect to the situation, consider making the struggle between the PCs and their nemesis a social conflict (see pages 166–175). After each stratagem plays out, the PCs might exploit an opportunity, allowing them to strike back against their foe. This exchange might occur numerous times over the course of a long-term campaign.

To reflect the intensity of his rivalry with the PCs, every nemesis has a Nemesis Score. This score measures the number of setbacks that the PCs have inflicted upon their nemesis (such as by exploiting an opportunity successfully; see the Opportunities section), and it determines the severity of the nemesis's stratagems against the PCs. Even if the PCs don't realize why they've earned a nemesis's initial enmity, a particular nemesis's score always starts at 1 or higher; if the nemesis has no reason to be upset with the PCs' actions, he wouldn't waste resources on stratagems against the PCs. Particularly spectacular setbacks might increase the Nemesis Score by 2. The PCs can have multiple nemeses, but the ongoing back-and-forth struggle between the PCs and each individual nemesis has its own separate score.

As a rivalry matures, the Nemesis Level of the PCs' foe increases. The nemesis's opposition of the PCs progresses through three levels, as described below.

Simmering: The PCs have come to the attention of the nemesis, who considers them a threat that's minor but nonetheless needs to be resolved. The nemesis begins to collect information on the PCs and utilize stratagems, but he isn't yet deeply invested in the rivalry.

Engaged: The PCs have clashed with the nemesis often enough that he considers them a significant problem. The nemesis knows the PCs' abilities and goes out of his way to tailor stratagems specifically to hinder them when his plans oppose theirs.

Intense: The PCs and their rival have foiled each other so often that the nemesis knows the PCs' capabilities in intimate detail. He is now willing to use whatever means necessary to end their meddling, once and for all. This means the PCs' defeat has become one of the nemesis's main goals, potentially secondary only to the main goal that the PCs keep foiling.

Nemesis Score	Nemesis Level
4 or lower	Simmering
5–8	Engaged
9 or higher	Intense

Opportunities

An opportunity is the PCs' chance to strike back at their nemesis. Each time you choose a stratagem, decide what sort of opportunity, vulnerability, or clue the PCs might be able to discover as a result of either foiling or enduring the stratagem. The descriptions of the strategems in the following section include the kinds of opportunities each might expose; these optional plot hooks are meant to give the PCs more influence over the sorts of the adventures they undertake, and they can help the PCs feel like they're guiding the campaign's story based on their reactions to the nemesis's schemes. Opportunities lend themselves to player-devised counter-stratagems, which might take the form of single encounters or whole adventures (see Heists on page 118 and Infiltration on page 128). While the Stratagems section has many options for nemeses, the opportunities listed along with each strategem are merely some of the possibilities. You should feel free to guide the PCs toward other opportunities that match your nemesis's modus operandi and that mesh better with the campaign. Of course, each opportunity the PCs take likely encourages their nemesis to continue his antagonism, continuing—and likely intensifying—the rivalry.

This back and forth between the PCs and their nemesis should culminate in a natural, plot-driven conclusion—such as a dramatic final encounter or the end of a campaign arc. Such interplay works best if there is a reason that the nemesis and PCs haven't faced one another in combat until

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this climax. PCs tend to find ways to kill enemies with even the most foolproof-seeming escape plans, and using storytelling tricks to save the nemesis can breed resentment among players. Nonetheless, if a nemesis somehow dies early but still has plenty of resources, the nemesis may be able to manage a *resurrection*—just like the PCs would if one of their own died in the struggle. Unless special events (or even deliberately laid stratagems) deem otherwise, a nemesis likely continues to antagonize the PCs until either he dies or somehow reconciles with his foes.

STRATAGEMS

A nemesis typically only employs one stratagem at a time. Only if the PCs continually cause the nemesis major setbacks will he use two stratagems simultaneously. A nemesis typically employs stratagems appropriate for his current Nemesis Level and that tie into the archetype or modus operandi that you've chosen for the villain (see Nemesis Personas on page 141). Occasionally a lesser strategy might make sense for a nemesis after he's endured a lesser setback, but he should never employ a stratagem meant for a higher Nemesis Level.

Stratagem Rewards

The PCs receive an XP reward when engaging a nemesis's stratagem, regardless of whether they emerge victorious. When the PCs gain this XP is up to you. It may make sense to award this XP at the end of an encounter, whether it's a single combat or interaction with the nemesis's agents, or it might come at the end of a larger adventure influenced by the strategem's benefits or theme. The PCs do not gain the XP if they avoid or ignore the stratagem. This XP reward is in addition to any XP the PCs receive for overcoming encounters as the stratagem plays out. Stratagem XP rewards are relative to the PCs' Average Party Level. After engaging a nemesis's strategem, the PCs should never receive less than the amount they'd receive for defeating a CR 1 encounter.

Low: The PCs gain XP as if they had defeated an encounter with a CR equal to their APL – 3.

Medium: The PCs gain XP as if they had defeated an encounter with a CR equal to their APL – 2.

High: The PCs gain XP as if they had defeated an encounter with a CR equal to their APL – 1.

Simmering Stratagems

These stratagems tend to be simple, as well as less costly and vicious. They are perfect for fledgling nemeses who simply don't yet have enough reason to expend vast resources against PCs or to make things extremely personal.

AFFLUENCE

XP Reward low

The nemesis uses extra resources against the PCs. In either a combat with the nemesis or against a group the nemesis supports, the nemesis or group receives a 25% increase in their wealth per level, typically applied to consumable gear that the opposition uses before the fight to bolster their abilities. In a noncombat encounter, the affluence stratagem grants the nemesis or a group the nemesis supports a modest advantage at

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a task in which they are competing against the PCs. For example, if a PC and the nemesis are engaged in a verbal duel, the nemesis gains 3 edges (representing access to better training, ringers in the audience, or bribes; see pages 176–181).

OPPORTUNITIES

The nemesis accidently reveals something personal about his background, where his wealth comes from, who manages his money, or that it comes from an illicit source.

COUNTERFEIT GOODS

XP Reward low

The nemesis plants a counterfeit magic item at a shop he anticipates the PCs will patronize. The item the PCs purchase is actually cursed. It appears to function normally according to all tests, and the GM can either select a curse or roll on Table 15–27: Common Item Curses (*Pathfinder RPG Core Rulebook* 537).

OPPORTUNITIES

Tracing the cursed item back to a shop reveals someone who works with or who was bought off by the nemesis. It might also reveal a trove of other magic items (cursed or otherwise).

FALSE WITNESS

XP Reward low

The nemesis accuses the PCs of some minor crime or other misdeed, either directly or by way of a proxy he manipulated to provide false witness. The PCs must either avoid the authorities or spend time proving their innocence, often through some form of social challenge, and maybe by engaging in a verbal duel (see pages 176–181) during some form of legal proceeding. Avoiding the authorities or failing to clear their names may have more drastic consequences, such as harsh fines, imprisonment, a decrease in influence, or even some form of corporal punishment.

OPPORTUNITIES

The nemesis's witness can't keep her story straight or proves that she knows something she shouldn't. This not only undermines her lies, but also likely implicates the nemesis in some wrongdoing.

REFUSAL OF SERVICE

XP Reward low

The nemesis uses coercion to force a group of other NPCs to no longer associate with or conduct business with the PCs (since PCs often exchange vast quantities of wealth, merchants are a particularly effective group to pick for this stratagem). Members of that group of NPCs refuse to assist or discuss anything with the PCs unless the PCs succeed at a Diplomacy or Intimidate check. The DC is equal to 20 + the group's APL.

OPPORTUNITIES

Once the nemesis's scheme is revealed, the coerced group proves that it doesn't appreciate being bullied. Perhaps they deny the nemesis future aid or give the PCs a 10% discount on their services.

SCANDALOUS SUBVERSION

XP Reward low

The nemesis engages in a campaign to spread rumors that impugn the PCs' reputation. These rumors aren't ubiquitous, but they are just believable enough to cause others to have doubts about the PCs. This stratagem decreases the characters' Leadership score, contact trust (*Pathfinder RPG Ultimate Campaign* 148), Fame (*Ultimate Campaign* 180), honor points (*Ultimate Campaign* 160), and total influence points with organizations (see page 109) by 1. Alternatively, the nemesis can target a single character and double the decrease.

OPPORTUNITIES

Tracing the rumors back to the nemesis counters the lies and potentially negates the losses the PCs suffered. Going forward, members of the community in which the nemesis spread his lies are less likely to believe his claims.

TAIL

XP Reward low

The nemesis sends an agent to follow the PCs from a distance. This tail is an NPC or creature (typically one whose CR is equal to the group's APL –3). While they have a tail, the tail relays the PCs' activities and general plans to the nemesis. The tail follows the PCs in urban and wilderness areas, but will not enter dangerous locations (such as a dungeon or tomb). The tail makes daily reports on the PCs' activities. If the PCs split up, the tail follows one PC—either the one who seems to be doing something interesting or who's easiest to follow. The tail uses its own Perception and Stealth skills but attempts to remain hidden, using cover and crowds to hide its presence and staying at a distance to increase the Perception DC to notice it. The tail always attempts to flee if discovered or engaged.

OPPORTUNITIES

If the PCs discover the tail, they might trick it into reporting false information to the nemesis. Alternatively, they might capture or have their tracker arrested, denying their enemy a useful ally.

Engaged Stratagems

Engaged stratagems are more personal and costly than simmering stratagems, evidencing the nemesis's attention and a growing, vicious grudge.

ALLIES IN PERIL

XP Reward medium

The nemesis takes an ally of the PCs hostage while they're away or otherwise distracted. Removing the ally proves to be a boon for the nemesis and a detriment to the PCs. The PCs might be forced to decide whether to spend their efforts locating their ally and attempting a rescue, or opposing the nemesis's goal.

OPPORTUNITIES

The captured ally learns a considerable amount during her imprisonment, such as the location of the nemesis's lair, its interior layout, or the movements of guards.

CALL ON DARK POWER

XP Reward medium

The nemesis makes a pact with a fiend or other dark force to thwart the PCs. He gains the temporary service of a powerful evil outsider (with a CR no higher than the party's APL + 3), but forfeits something significant in the process. This could

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include the nemesis taking a penalty to an ability score while the creature is in his service. Or, maybe the pact requires him to make a monthly sacrifice of intelligent creatures (usually a number equal to the evil outsider's Hit Dice).

OPPORTUNITIES

The PCs discover the price the nemesis paid to summon the dark power, perhaps revealing some manner of infernal contract. Others groups might also condemn him for his dark dealings.

CONTINGENCY PLAN

XP Reward medium

The nemesis has become accustomed to the PCs' interference and has developed a contingency plan. When the PCs are about to foil his current scheme, he either instantly benefits from an effect of a 1st- through 4th-level spell, as the spell *contingency*. Alternatively, he might unleash some nonmagical contingency, such as collapsing the ceiling or opening a floodgate.

OPPORTUNITIES

In his rush, the nemesis leaves behind some evidence of his hideout's location or compromising secret. Also, others might be harmed by his dramatic escape, leading them to help the PCs.

HALF TIME

XP Reward medium

In the wake of the last setback the PCs caused, the nemesis works harder to attain his goals. He completes one of his current projects (such as a ritual, research, influence, construction, or any other task) in half the usual time required. In exchange, he is fatigued when the PCs exploit their next opportunity. Or, if the PCs face him in a noncombat situation, his work proves shoddy, and this provides the PCs with a small advantage against him.

OPPORTUNITIES

The PCs notice where the nemesis cut corners on this and other schemes, revealing vulnerabilities in his new weaponry, magical defenses, or hideout.

NO PRIZE FOR SECOND PLACE

XP Reward medium

The nemesis discovers the PCs' eventual destination while they are on a quest, whether through spying or divination, and gets there ahead of them. He might alert those at their destination and explain the PCs' strengths and weaknesses (giving the denizens time to flee or set an ambush) or slaughter the guardians and pillage the place, leaving behind only traps for the PCs.

OPPORTUNITIES

The nemesis's attempt to rob the destination reveals an unexplored section rife with greater treasures. Alternatively, the nemesis might trigger some curse or defense that targets him rather than the PCs.

NOWHERE IS SAFE

XP Reward low or medium

The nemesis sends one or more agents ahead of the PCs as they are traveling or resting, tasking them with manufacturing obstacles to slow the PCs down. Simple dangers that the agents might devise, and that provide a low XP reward, include obstructing the PCs' travels by destroying a bridge, stealing the PCs' mounts, or luring ordinary animals to the PCs' camp to cause havoc. More threatening obstacles that provide a medium XP reward include locking the PCs inside a building and setting it on fire, triggering an avalanche, or provoking a dangerous creature to attack the PCs. To use this stratagem, the nemesis must have already used a tail stratagem against the PCs at least once (or have another way of knowing where the PCs are going, such as if the PCs are pursuing the nemesis; see pages 142–147).

OPPORTUNITIES

The trap the nemesis's agents set up reveal a threat that might be used against the nemesis on the return trip. Tempting creatures into the PCs' camp might also give those beasts the scent of the nemesis and his agents, with unintended consequences.

POWERFUL ALLIES

XP Reward medium

The nemesis strikes a temporary agreement with another group. This grants him the services of a number of allies equal to the number of PCs, though the CR of each ally should usually be no greater than the party's APL – 1. These allies assist the nemesis with whatever he requires, whether directly confronting the PCs or assisting him with aid and resources. The alliance lasts a number of days equal to the nemesis's Hit Dice.

OPPORTUNITIES

The PCs might discover the points of contention between the nemesis and his new allies, potentially using their knowledge to turn them against each other. Also, the PCs might bring the nemesis to the attention of a larger, more dangerous group or individual that doesn't appreciate an outsider manipulating her pawns.

ROBBERY

XP Reward medium

The nemesis attempts to steal something of value from the PCs. If they have stored valuable items at a particular location, the nemesis or his servants attempt a heist (see pages 118-129), typically stealing between 10% and 100% of the value stored at that location. If the PCs carry all of their wealth with them, the nemesis instead sends pickpockets to steal items from the PCs, using Sleight of Hand and Stealth to purloin what they can and retreat.

OPPORTUNITIES

The PCs find evidence pointing back to the nemesis, giving them an opportunity to retrieve what they lost with interest in a counter-heist.

SURPRISE

XP Reward medium

The nemesis launches a surprise attack against the PCs at an inopportune time. The nemesis could send a powerful agent or team of agents against the PCs while they are already in combat, or when they are resting after running out of resources for the day. The surprise might also be an unsuspected sabotage of a plan or project the PCs are pursuing.

OPPORTUNITIES

Intending to use it to overbear the unprepared PCs, the nemesis's agents possessed more valuable treasure than usual or had one of the nemesis's useful magic items in their possession. Upon defeating their foes, the PCs gain a useful treasure for themselves.

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Intense Stratagems

Intense stratagems are desperate, costly, personal, or perhaps all three. Only a nemesis with a profound need to avenge the numerous setbacks the PCs have inflicted on him is capable of such extremes.

BACKED INTO A CORNER

XP Reward high

The nemesis liquidates assets and calls in debts to gain additional finances equal to his normal wealth by level. He may spend this wealth on any resources he pleases or to gain a significant advantage in an endeavor in which he is in direct competition with the PCs. The nemesis's liquidations might provide wealth in the short term, but they are deleterious to his long-term financial solvency.

OPPORTUNITIES

The nemesis has exhausted his resources and is without many of the magical and mundane defenses his wealth normally provides. Or, one of the PCs' allies takes it upon themselves to check the accounting of whoever granted the nemesis his additional wealth. The ally finds errors or lies that infuriate the nemesis's backers, causing them to cut ties with him or seek to call back their loan.

DEATH OF AN ALLY

XP Reward high

The nemesis callously slays a close ally of the PCs. The ally should be one who offers significant aid to the PCs or with whom they have a close personal connection. The method of the murder should provide the PCs a solid opportunity to strike back at the nemesis, since after this stratagem, it's likely the PCs will be out for blood.

OPPORTUNITIES

This might not be the first time the nemesis has resorted to murder. A public death brings the nemesis's other foes to light, and in their sympathy they ally with the PCs.

ENEMY OF THE STATE

XP Reward high

A more severe version of the false witness stratagem, the nemesis has persuaded the local government that the PCs have committed treason. The PCs must not only contend with the nemesis's antics, but must also escape the state authorities' hounding and possible criminal charges. The PCs can still attempt to prove their innocence, but doing so is extremely difficult, taxing the PCs' time and resources. Also, proving their innocence may not be enough, and the PCs may have to work on the fringes of society to achieve their other goals.

OPPORTUNITIES

The nemesis's lies are themselves a crime and, upon redeeming themselves, the PCs shift the eyes of the law to their foe.

GHOSTLY CATHEXIS

XP Reward high

The PCs have killed their nemesis, but his obsession causes him to rise from death as a ghost with the unfinished business of defeating the PCs. His spirit rises 1d4 days after his death, and his ghost is tied to his possessions from life. He can use *locate object* at will as a spell-like ability to locate any of those objects, and once per day, he can use *greater scrying* to spy upon a creature carrying them as if he were familiar with that creature (even if the object itself is in an extradimensional space). If he successfully locates an object with either effect, he can transport himself to its location once per day, as per *word of recall*, merging his incorporeal form with the object and moving with it. While he inhabits the object, he can use his malevolence ability to possess creatures nearby; a creature wearing or wielding one of the ghost's former possessions takes a –4 penalty on saving throws against this malevolence. Becoming a ghost limits the nemesis, as well, and represents a new opportunity for the PCs to strike back.

OPPORTUNITIES

The nemesis's refusal to pass into death draws the attention of some dangerous creature, such as a night hag or psychopomp. They seek to claim the nemesis's soul, but also draw the PCs into new, otherworldly adventures.

LOYALTY BEYOND DEATH

XP Reward high

The PCs kill a fanatic follower of the nemesis, who returns from death as a revenant (*Pathfinder RPG Bestiary 2* 235). For higher-level parties, multiple slain associates might come back as a group of revenants or more powerful undead. These unholy abominations pursue the PCs tirelessly, seeking to exact revenge. Unlike most stratagems, the

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nemesis might not instigate this one on his own.

OPPORTUNITIES

Even though the nemesis might not typically use undead allies, in this case, the dead have served his agendas. This incites the scrutiny of a good-aligned faith that now has reason to believe the nemesis is an enemy of the living.

MISTAKEN IDENTITY

XP Reward high

The nemesis uses a *clone*, *simulacrum*, doppelganger, or other impostor version of himself to make it seem like he is in one place rather than another. The GM should decide to implement this stratagem before the PCs encounter the nemesis and use the stats for the impostor, rather than having the PCs fight the real, full-powered nemesis; after the PCs kill the impostor, the GM should reveal that it was a fake.

OPPORTUNITIES

The PCs might be able to convince many of their nemesis's agents that their master is dead, tricking them into leaving their posts or giving up secrets that now seem moot.

TRUMP CARD

XP Reward high

The nemesis reveals a trump card he has been holding back for just the right moment—such as monstrous allies or a powerful magic item. There should be something that strongly limits his use of this trump card or that has caused him to hold it back until now. For example, maybe the item powers down after use and is very difficult to recharge. Or, maybe knowledge of his alliance would ruin his reputation. Whatever it is, the nemesis's reason for hiding the trump card could feed into a particularly useful opportunity for the PCs.

OPPORTUNITIES

Using his trump card brings considerable attention to the nemesis, perhaps from the law, the trump card's former owner, or a deadlier creature that wants this advantage for itself. The PCs might temporarily ally with this creature, or use its antagonism to their advantage.

NEMESIS PERSONAS

Because having a nemesis is more personal than just having an adversary, it's important to consider what makes the nemesis tick. Certain archetypical nemesis personas, such as those in the following suggestions, are common in fiction and help to build a memorable foe.

Embittered Protege: Perhaps the nemesis was once a follower of one of the PCs or a close ally, or shared the same mentor. The protege was dismissed from training, whether for lack of talent, failure to pass a key test, or because of some transgression. The protege blames one or more PCs for his failure, claiming the PCs were shown favoritism after outshining him, or that the PCs somehow sabotaged his education.

Fallen Idol: The nemesis was once a person of great repute, honored for his heroic deeds, or revered as a mentor of the PCs. Whatever his former prominence, the idol has fallen on hard times. This may not be public knowledge, and early encounters with the fallen idol might preserve the facade that things are going well. However, the PCs have unknowingly disrupted the fallen idol's (possibly illicit) scheme to recover his position, plunging him further into desperation. The nemesis becomes obsessed with regaining his former fame, resorting to ever-more-questionable methods and outrageous schemes in a losing battle to regain respect; in short, he's become the very thing he once stood against. The PCs might never realize that their old mentor and their new nemesis are one and the same until the final confrontation, after which they must decide whether to redeem or slay the fallen idol.

Herald of the Future: The nemesis is devoted to the cause of progress, seeking to abolish the old ways and usher in a glorious destiny. This new future might come about through science, political upheaval, the rapturous return of a deity, or the advent of alien intelligence. Whatever his creed, the nemesis promises it will change everything. His goals and dogma might be strange, leading the PCs to either oppose his view of the future or simply compete with him for the same resources. For instance, his goal to collect strange artifacts might place him in a race against the PCs for the otherworldly relics. While urbane and sophisticated, the herald dismisses dissent as small-minded ignorance. At first, he might feel more sorrow for his opposition's shortsightedness than anger, but he still won't let the PCs stand in the way of progress.

Obstructive Official: The nemesis is a person of political power or prominence, such as an officer of the law, a moralizing judge, an ambitious aristocrat, or an arrogant noble. Whatever his role, or whether he holds his position through birth, wealth, or personal strength, he is dogmatically dedicated to a specific set of rules that the PCs, in the course of their adventuring activities, violate with some frequency. The obstructive official is not interested in the PCs' motivations or justifications. To the nemesis, they are dangerous vigilantes who bring trouble in their wake. So-called "heroes" are menaces that need to be controlled or, failing that, eliminated. This sort of nemesis uses his connections to make life more difficult for the PCs, but always through legal avenues. Eventually he hopes to have the PCs thrown in jail, exiled, or otherwise removed from the equation, but only after he has built an ironclad case against them.

Trickster: The nemesis is an agent of chaos, a troublemaker who may act with malice or out of pure capriciousness. The trickster respects no laws, authorities, or systems of control. He may be prone to acts of charity when the mood strikes. He may even be a hero to some, but he may just as quickly turn on those who supported him, or abandon them for a new scheme altogether. The trickster's opposition to the PCs may be a perverse social experiment to undermine their principles or to disrupt the world around them. Or, it may be just a game to him, and the PCs are simply too much fun to ignore.

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Pursuit

Hunting down your enemies across hill and dale is a classic fantasy trope, and a deeply satisfying part of many books and films, yet difficult to simulate using only the Pathfinder RPG combat rules. Though chase rules appear in the *Pathfinder RPG GameMastery Guide*, those are specifically designed to cover fast-paced action chases—once the journey is measured in hours rather than seconds, endurance and strategy quickly outweigh fast reflexes and quick thinking. Only by using careful tracking and cunning tricks can pursuers catch up to their quarries. The pursuit system presented below integrates these crucial elements into a structure that simulates a longer pursuit in a manner that's both fun and easy to manage.

There are two main types of pursuits. In a direct pursuit, the pursuers are following another group's trail wherever it may lead, with the express goal of catching up to their quarries. In this type of pursuit, the pursuers don't know where the quarries will go—they're forced to follow the trail that their prey left behind. By contrast, in a race, both sides know the destination, and the pursuers simply want to get there first, perhaps to catch their quarries or prevent them from acquiring something at the destination.

The Core Mechanic

In a pursuit, each group travels along a series of terrain tiles. Each group must complete a certain amount of progress to complete a tile and move on. This amount is listed in the terrain tile for that type of terrain. One terrain tile is roughly 12 miles across (see Terrain Tiles on page 143 for more information).

The quarries always start out ahead of the pursuers by an amount established by the GM. In a direct pursuit, if the pursuers ever share the same terrain tile with the quarries and have made an equal or greater amount of progress on that tile, they have caught up to the quarries. In a race, whoever reaches the destination tile first wins the race, and the groups can continue with their goals from there.

Personal Progress: To determine the amount of progress that each group makes during a 1-hour pursuit phase, first calculate the progress each party member could potentially make. This is roughly based on the number of miles the character could travel per hour when using overland movement if the tile were devoid of obstacles and rough terrain. Each party member's personal progress is equal to her base land speed divided by 10 (typically 3 for a human or 2 for a dwarf, for instance). Temporary effects that boost movement speed count only if they last for the entire 1-hour pursuit phase (like *longstrider* or *overland flight*, but not *fly*).

Group Progress: The group's progress is equal to the lowest personal progress in the party. Tactics and advantages, as explained later, can give characters ways to improve the speed of the whole group.

Building a Pursuit

Once the GM knows the progress numbers for both the pursuers and quarries, she is ready to construct the overall structure of the pursuit. Building a pursuit is fairly simple, but the process depends on the type of pursuit (and for direct pursuits, whether the PCs are the pursuers or the quarries).

When running a pursuit, it helps to have a visual aid of the area where the pursuit takes place. If the GM is using a published adventure or otherwise has access to a nice-looking map of the region, it might be interesting to have a map big enough for miniatures or tokens to sit on each tile. The GM can then draw in the tiles, providing a bit of a game board to help the players visualize the pursuit.

Direct Pursuits

A direct pursuit involves a pursuing group chasing after a quarry group across a series of terrain tiles. The pursuers must succeed at Survival checks to continue tracking their quarries, as described in the Running a Pursuit section on page 143. Direct pursuits in which the PCs are the pursuers are the simplest and the most common type in an average campaign. It is a good idea to run a direct pursuit as the group's first pursuit to help the players and GM alike to get a grasp of the system.

PCs as Pursuers: In a direct pursuit with NPC quarries, the GM establishes a linear series of terrain tiles that the quarries will follow, and the pursuers proceed along those tiles after their prey. See the section on Terrain Tiles on page 143 for common types of terrain tiles. For a direct pursuit that is even simpler to run, don't give the quarry group access to use all the tools described later in this section. For instance, the quarries might not attempt to gain advantages, and they might use tactics sparingly—and only if it makes the pursuit more interesting. Remember that if the quarry group doesn't use those tools, the pursuit will be much easier for the PCs.

PCs as Quarries: If the PCs are quarries, direct pursuits become a bit more complicated, as the PCs have options for which path they choose and which type of terrain they enter as they try to shake their pursuers. The GM should present pursuit tiles arranged in more than a simple linear path. In fact, the GM can divide a map of the general region into terrain tiles as appropriate, perhaps using a hex grid to match the system for exploration in *Pathfinder RPG Ultimate Campaign*.

Ending a Direct Pursuit: A direct pursuit can end in one of four ways. When the pursuers are on the same tile as the quarries and have made equal or greater progress than the quarries, the pursuers catch their quarries. When the quarries reach a location where they stop progressing (such as a safe haven or stronghold), pursuit ends and may turn into a siege. When the pursuers can't possibly succeed at the Survival check to continue tracking their quarries and have exhausted any other tactics that might help relocate the trail, their quarries have eluded them. Finally, the pursuers

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can voluntarily give up the pursuit. Optionally, the GM can choose a distance at which the quarries are so far ahead that the pursuers have no real chance of catching up. For instance, the GM might decide that if the quarry group is five tiles ahead of the pursuers, they've escaped; this number might be smaller in jungles or other dense terrain.

Races

In a race, both groups have far more options in their travels. As with a direct pursuit in which the PCs are the quarries, the GM should include more options for terrain tiles than just a linear path. The two groups might start on different tiles and move through different types of terrain during the race. A race features no quarry or pursuer. A race ends when one group reaches the designated destination.

Running a Pursuit

Pursuits proceed in 1-hour pursuit phases, during which each group (or the group that is moving, if one group is resting) makes progress toward completing its current terrain tile. The group can potentially attempt to use tactics (see page 146) or gain an advantage (see page 145) to outthink or outperform the enemy.

Each day of pursuit consists of eight 1-hour pursuit phases. Pursuits take place over a long period of time and cover plenty of ground, so pursuers and quarries might encounter terrain tile denizens or environmental hazards along the way. Consider using these encounters to provide spikes of tension and to control the pursuit's pacing.

Direct Pursuits and Tracking

In a direct pursuit, the pursuers need to attempt a Survival check at the start of each pursuit phase in order to make any progress at all. A failure means they have lost the trail and must spend that hour trying to find it. Success means the pursuers progress at their speed for that phase. The base DC is either 5, 10, 15, or 20, depending on the type of ground dominant in the terrain tile (very soft, soft, firm, or hard, respectively; see *Pathfinder RPG Core Rulebook* 107 for more details). This DC increases by 1 for every day behind the quarries, but it decreases by 1 for every three members in the quarry group.

The pursuing group has one main tracker, but other members can assist using the aid another action. Any pursuer participating in tracking (either as the main tracker or assisting) halves her personal progress for that pursuit phase. If the tracking pursuer has a much greater speed than the slowest member of his group, this might not lower the group's progress.

Terrain Tiles

The following are some of the most common types of terrain tiles a group might encounter during a pursuit. One terrain tile is roughly 12 miles across (the same size as hexes from *Ultimate Campaign*'s exploration system), though pursuit is abstracted enough that the size can vary. Especially large tracts of one terrain type should consist of multiple tiles. The GM might want to customize these options and create terrain tiles appropriate for the situation. For instance, if the PCs use *aerial tracks* (see page 203) to pursue foes through the clouds, the GM should create a sky terrain tile.

Each terrain tile's stat block lists the amount of progress a group needs to make to pass off of that tile and onto the next one, followed by the typical type of ground and the base Survival DC in parentheses, plus the maximum number of advantages a group can employ on that type of tile. This limit resets when the group enters a new 1-hour pursuit phase. The number of advantages is smaller the easier the terrain is to navigate, as there's not many tricks that can speed up travel along a road, for instance, without using a vehicle or magical means of conveyance.

Cold

Progress to Complete 12

Ground soft (DC 10) or very soft (DC 5); **Maximum Advantages** 2

Cold terrain includes tundras, glaciers, and the like. The rules for environmental cold dangers (*Core Rulebook* 442) apply in most cases, potentially affecting both groups.

Inclement Weather

Bad weather, especially precipitation, can affect both the progress a group makes and the DCs of Survival checks required during pursuits.

Progress: Heavy precipitation, strong winds, and other environmental factors might impede a group's progress. For brief storms lasting one or two pursuit phases, reduce the group's progress by 1 in each pursuit phase. If an entire terrain tile has particularly nasty weather (like a high mountain plagued by winds or a jungle during a monsoon), instead add between 4 and 8 to the tile's progress to complete, depending on the weather's severity. Increase the tile's number of maximum advantages by 1 so the travelers have the opportunity to find a way to overcome the nasty weather.

Tracking: If there is rain during a direct pursuit, increase the DC of the Survival check by 1 for every pursuit phase that it rained. If it snowed, increase the DC by 10 instead. To track the duration of the precipitation during a direct pursuit, mark down the tile where the quarries are and the amount of progress they have made when the precipitation begins, then mark down the progress they had made when the precipitation ends. When the pursuers are on that tile and have made an amount of progress equal to or greater than the lower progress value, use the increased Survival DCs. After the pursuers have passed the higher progress value, the Survival DCs return to normal. If the precipitation occurs before the quarries entered an area, the Survival DCs to follow the trail might be reduced since the ground becomes very soft mud or covered in snow.

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DESERT

Progress to Complete 16

Ground very soft (DC 5), soft (DC 10), or firm (DC 15); **Maximum Advantages** 3

Desert terrain includes warm and sandy areas. The rules for environmental heat dangers (*Core Rulebook* 444) apply in most cases, potentially affecting both groups.

FOREST

Progress to Complete 16

Ground firm (DC 15); **Maximum Advantages** 3

Forest terrain includes both deciduous and coniferous forests, but not dense jungles or rain forests.

HILL

Progress to Complete 16

Ground firm (DC 15); **Maximum Advantages** 3

Hilly terrain includes areas with plenty of uphill and downhill travel, but not mountains.

JUNGLE

Progress to Complete 32

Ground firm (DC 15); **Maximum Advantages** 8

Jungle terrain is denser than forest terrain, and it also includes rain forests. Jungle terrain is particularly slow going, but there is ample opportunity to gain an advantage over pursuers or quarries.

MOUNTAIN

Progress to Complete 24

Ground firm (DC 15) or hard (DC 20); **Maximum Advantages** 6

Mountainous terrain contains areas that require climbing, as well as the potential for steep cliffs and precipitous drops. If the need to climb is especially ubiquitous or if the characters are climbing above the timber line (use the rules for cold dangers on page 442 of the *Core Rulebook*), a mountain tile can have more maximum advantages and take more progress in order to complete.

PLAIN

Progress to Complete 8

Ground firm (DC 15); **Maximum Advantages** 0

The plains terrain is a basic terrain type with no particular hindrances or advantages, and often represents a tame, flat grassland that isn't difficult to travel across. A wild and overgrown savannah tile can easily have more maximum advantages and take more progress to complete. The statistics for a plain tile also suit many other types of readily navigable ground.

PLANAR

Progress to Complete varies

Ground varies; **Maximum Advantages** varies

Planes vary so wildly in their nature that it would be impossible to create a listing that covers them all in any meaningful way. Sometimes, an area on the planes can be simulated by using another sort of terrain tile. On other planes, tracking becomes nearly impossible. On planes with truly strange or exotic features, such as highly morphic planes, it's appropriate to offer plenty of know the terrain advantages (see page 146) and other advantages involving the plane's nature (such as an advantage using the Fly skill to understand and control subjective gravity).

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ROAD

Progress to Complete 8

Ground firm (DC 15) or hard (DC 20); **Maximum Advantages** 0

A dirt or cobblestone road can let a group move quickly without leaving as clear a trail as they would in unworked terrain. However, traveling on a road makes it more likely they'll be seen. The gather information tactic (see page 147) can make it easier to track road travelers. Old, unused, and overgrown roads are treated like plains.

SWAMP

Progress to Complete 16

Ground very soft (DC 5) or soft (DC 10); **Maximum Advantages** 3

Swampy terrain includes bogs, marshes, and fens, as well as any other sort of wetlands. A swamp tile with a significant number of deep areas, quicksand, or more can easily have more maximum advantages and take more progress to complete.

UNDERGROUND

Progress to Complete 12

Ground hard (DC 20); **Maximum Advantages** 2

Underground terrain includes caverns and dungeons. While the ground is hard—making it one of the most difficult terrains through which to track prey—the lack of rain or snow can make it much easier for pursuers to catch up to their quarries. While the typical underground tile only offers a small number of obstacles and hindrances, an underground tile with extremely narrow tunnels, yawning chasms, treacherous dips and climbs, or other sorts of features can easily have more maximum advantages and take more progress to complete.

UNDERWATER

Progress to Complete varies

Ground varies; **Maximum Advantages** varies

Underwater pursuits also require more planning than other types. Because travel speeds can very wildly, a pursuit might end up being trivial if one side has members with swim speeds and the other doesn't. Typically, if so much of the pursuit occurs underwater that it takes up an entire terrain tile or more, and both groups are on equal footing in terms of their ability to move underwater, it's best to find an analog among the other terrain tiles and use that instead. For instance, traversing an underwater garden might work like a jungle, traversing open stretches of water might work like a plain, and swimming under an iceberg might be cold terrain or a mountain (and could use the rules for cold dangers on page 442 of the *Pathfinder RPG Core Rulebook).* This also assumes the groups can breathe underwater for enough pursuit phases to traverse an underwater tile.

URBAN

Progress to Complete 16

Ground firm (DC 15) or hard (DC 20); **Maximum Advantages** 3

In theory, urban terrain covers settlements from a thorp to a metropolis, but for an entire terrain tile to count as urban, it must be a large enough city to warrant a tile (though smaller settlements might certainly appear on another terrain's tile, thus opening up different tactics or advantages). Tracking through an urban environment can be extremely challenging, given the sheer number of creatures present, but that also makes the gather information tactic (see page 147) more effective. Despite the relative ease of moving through a city, an urban tile takes longer to navigate because of the difficulty of tracking creatures through a heavily populated environment.

WATER

Progress to Complete 16

Ground hard (DC 20, see text); **Maximum Advantages** 3

A lake or an area with many rivers counts as a water tile. Because such a tile contains little ground, Survival checks to track involve following wakes or looking for refuse quarries left behind, functioning the same as hard ground. Rapids might cause a water tile to take more progress to complete, and water features with currents typically have more maximum advantages. A group traveling on water usually needs a boat or raft, and uses the speed of that vessel. Swimmers must attempt a DC 20 Swim check for each 1-hour pursuit phase or take 1d6 points of nonlethal damage (*Core Rulebook* 108). The special movement tactic (see page 146) allows a creature with a swim speed to traverse water rapidly.

ADVANTAGES

During each 1-hour pursuit phase, any member of a group who is not spending that phase tracking can attempt to gain an advantage, and a group can gain up to the maximum number of advantages allowed by the terrain tile. The sample advantages listed below mention the terrain types most likely to allow them, but the advantages available for any given tile—and even hour-by-hour across the same tile—can vary significantly. The GM chooses which ones apply at any given time in a way that adds flavor to the pursuit's current location in the same way that the chase rules in *Pathfinder RPG GameMastery Guide* have a set of options available at each location in a chase.

Advantage Bonus: If a character succeeds at gaining an advantage, the group's progress increases by 1 for that pursuit phase, unless otherwise specified. Attempting and failing to gain an advantage reduces that character's personal progress by 1, unless otherwise specified, due to the effort they expend. If that person had a higher speed than the slowest member, this might not slow the group as a whole. Each of the sample advantages given on page 146 list an appropriate skill.

Failing a check to gain an advantage by 5 or more reduces the entire group's progress by 1, unless otherwise specified, as the character made such a large error that it hindered all of his allies. The increase or reduction to progress applies after any multiplication or division due to tracking, hustling, and the like. Because advantages represent more than just speed—finding shortcuts, for example—they can cause the group to make more progress than the fastest person's personal progress.

Checks attempted to gain an advantage represent an entire hour's worth of checks, so temporary modifiers

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that don't last the entire time cannot be applied. These skills can't be rerolled by an effect that would reroll a single check, and the character can't take 10 or 20.

Sample Advantages

The following advantages are just a sample of those possible. Each advantage lists the terrains most likely to allow it, though there are certainly exceptions. Customize the selected advantage to fit the particulars of the situation. It is possible to choose more than one of the same category of advantage for the same terrain tile (for instance, a jungle with multiple know the terrain advantages might require different Knowledge [nature] DCs).

Climbing Lead (Hill or Mountain): A character can attempt a Climb check to ascend ahead of the others with a rope to help his allies navigate the worst of the area. The DC varies based on the difficulty of climbing.

Craft or Modify Tools (Any): A character can attempt a Craft check to fashion or modify specialized tools (such as footwear to travel over icy surfaces). Unlike normal, attempting to gain this advantage requires the character to spend 1 pursuit phase without moving per check she attempts. This either reduces the group's progress to 0 or requires her to split up and catch up later (see the split up tactic on page 147). Once she has succeeded once per character, the advantage applies for the rest of the current tile, without further action on her part, unless the situation changes enough that she needs to modify the tools again. The DC varies based on the complexity of the gear, though it is typically 15 (for a high-quality item). If the character is modifying similar items to what she needs rather than crafting brand-new ones, she can attempt two checks for each phase she doesn't move.

Crowd Control (Urban): A character can attempt an Intimidate check to thin the crowds, making it easier for the group to progress. The DC depends on the composition and size of the crowd.

Evade Hazards (Any): A character can attempt a Survival check to recognize hazards and rough areas and ensure that the group skirts around them when possible. The DC varies depending on how devious or hidden the hazards might be.

Fancy Footwork (Any): A character can attempt an Acrobatics check to help balance over an icy or wet area, leap over quicksand or rooftops, or otherwise move more rapidly. By using ropes, finding a safe path, or otherwise leading the way, the character helps her allies move faster as well. The DC varies depending on how treacherous the footing is.

Know the Area (Any): A character can attempt a Knowledge (geography) check to allow the characters to exploit nearby useful terrain features that he remembers while avoiding dangerous or obstructive features. The DC varies based on the feature's obscurity.

Know the Terrain (Any): A character can attempt an appropriate Knowledge check (usually nature, but dungeoneering underground, local in an urban environment, and planes in a planar environment) to deduce something about the current terrain that gives her group an advantage. The DC varies based on the particulars of the deduction.

Notice Shortcut (Any): A character can attempt a Perception check to notice a shortcut or other hidden feature that grants an advantage. This advantage is not as helpful for pursuers in a direct pursuit unless they split up (see page 147) or deduce a point where they are sure to intersect the quarries' trail.

Professional Opinion (Any): A character with a relevant profession might be able to grant the party a significant advantage in a pursuit. For instance, in a pursuit through a mine, a character can attempt a Profession (miner) check to learn about the mine's layout based on markings or other indicators the miners left for their colleagues.

Tight Squeeze (Underground): A character can attempt an Escape Artist check to fit more quickly and easily through narrow tunnels. This allows her to scout ahead to find more direct passages, set explosives to open up passages, or otherwise clear the way for allies. The DC varies depending on how tight the squeeze is.

TACTICS

Tactics are the key to shaking a tenacious pursuer or capturing an elusive quarry. The following tactics present many of the most basic methods for doing so, but if the PCs come up with a new tactic, the GM should use these examples as guidelines. Tactics can affect a single character, multiple characters, or the whole group. There is no limit to how many tactics a character or group can use, but common sense prevents using two contradictory tactics. Characters and groups decide which tactics they are using for each 1-hour pursuit phase, though some last for multiple phases or until the characters using them decide to stop. Some tactics require the group to be either the pursuers or the quarries, and can't be used in races.

Individual Tactics

These tactics apply to individual characters, and each character decides whether she's using the tactic.

Fast Track: A character using this tactic does not reduce her progress by half while tracking. However, she takes a –5 penalty on the Survival check to track. Abilities such as the ranger's master hunter class feature negate this penalty.

Obscure Trail: Mark the terrain tile where a character starts and stops using this tactic. A character using this tactic reduces her progress by half in order to increase the DC to track her group by 5 throughout the marked section. This tactic requires the group to be quarries.

Recovery: A character can spend a phase tending to the health of her or her allies. This allows the character to cast healing spells, for example, which can be useful for removing nonlethal damage if the group has been hustling or making a forced march (see page 147). A character that spends a phase helping with recovery can't attempt to track or gain an advantage in that phase.

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Special Movement: A character with consistent access to a fly speed, swim speed, or the like for a full pursuit phase might be able to move particularly quickly over the appropriate type of terrain; though, for instance, a character flying above a jungle canopy would not be able to follow a trail below.

Group Tactics

These tactics apply to the group, and can be used only if all characters agree to do so.

Forced March: A group using this tactic takes a ninth pursuit phase in the same day, directly after the eighth phase. As with a normal forced march during overland movement (*Core Rulebook* 171), this tactic causes each character to attempt a Constitution check or take 1d6 points of nonlethal damage (and possibly become fatigued).

Gather Information: A group that is stymied in tracking their adversaries can attempt to gather information with a Diplomacy check, though it takes 2 pursuit phases, and it requires either that there are people around to gather information from or access to special abilities that allow them to question things like animals, plants, or stones. The DC is typically 15, though it varies depending on the area and how sneaky the quarries were being. The information is sufficient to make progress during that pursuit phase without a successful Survival check.

Hustle: This tactic is analogous to hustling during overland movement. A group using this tactic can double the progress they make during that pursuit phase. They can use it once per day without consequences, but using it again requires all members of the group to take 1 point of nonlethal damage and become fatigued. Each additional hour spent hustling deals twice the amount of nonlethal damage of the previous hour. A group can hustle during a forced march, but they take the nonlethal damage and conditions from both, meaning a healthy group usually becomes exhausted when they do so. Hustling is a useful tactic with fairly light repercussions, but the group spends all of its time moving. This means that the obscure trail, recovery, gather information, and set a trap tactics can't be used when hustling. Unless an advantage is focused specifically on movement (such as climbing lead or fancy footwork), it can't be gained while hustling.

Intentional Hardships: A quarry group using this tactic chooses a circuitous or treacherous path to attempt to shake pursuers. This decreases their group's progress by 2 as long as they use the tactic. Mark the terrain tile and amount of progress the group made on that tile when they start and stop using this tactic. While the pursuers are in the same area, their progress is reduced by 2, but their number of maximum advantages is increased by 2. Like advantages, this reduction applies after any multiplication or division due to tracking, hustling, and the like. For simplicity's sake, the GM might want to require the quarry group to use intentional hardships when they first enter a terrain tile and stick to it throughout that terrain tile.

Damage, Fatigue, and Exhaustion

Damage taken during a pursuit follows all the normal rules for damage. A healer can use the recovery tactic to take a break and cast healing spells (or spells that remove afflictions or conditions, for that matter).

The forced march and hustle tactics cause nonlethal damage, and can cause characters to become fatigued (or exhausted if they were already fatigued). This nonlethal damage goes away at a rate of 1 per hour, as normal, and a character can use the recovery tactic to remove more. However, a character who is fatigued or exhausted takes any penalties that apply before the nonlethal damage is healed and the conditions removed.

The following penalties apply to characters who become fatigued or exhausted.

Fatigued: A fatigued character reduces her personal progress by 1. This reduction applies before any multiplication or division due to the character tracking, hustling, or performing similar activities.

Exhausted: An exhausted character halves her personal progress. This stacks with tactics that halve her progress, leaving her at 1/4 of her normal personal progress, or tactics that double her progress, leaving her at her normal personal progress. A character that becomes fatigued by a tactic while already exhausted falls unconscious.

Unconscious: An unconscious character has a personal progress of 0, and can't increase it as long as she remains unconscious. As with fatigue and exhaustion, the character must take this penalty for the entire phase in which she recovers from unconsciousness.

Set a Trap: A more extreme version of intentional hardships, this tactic involves leaving a trap or ambush for the pursuers somewhere along the path. Depending on the situation, this trap could take a varying amount of time to enact. Make a note of the terrain tile where the quarries left the trap or ambush and adjudicate it as a normal encounter. If a trap or ambush would involve the quarries themselves, they halt their progress until they spring the trap, and springing the trap likely ends the pursuit unless they split the group and sent someone ahead toward their destination. This tactic requires the group to be quarries.

Split Up: This tactic allows a group to split into multiple groups. For example, quarries might choose to do so to ensure that at least one character gets away (or to send off a decoy group that doesn't carry what the pursuers want), whereas pursuers might choose to do so in order to attempt more Survival checks and have a greater chance not to lose the trail, or they might leave a tired but faster character behind to catch up later. Pursuers who split up will probably need to use magic, a smoke signal, or other means to arrange a rendezvous. This makes the pursuit more complicated, so GMs might want to consider restricting this tactic for their groups' first few pursuits.

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Research

Knowledge is power, and this is just as true in an ancient dungeon as in a queen's court. In the Pathfinder Roleplaying Game, the various Knowledge skills represent a character's familiarity with different fields of study. Knowledge checks can often answer specific questions, but sometimes a character either fails the Knowledge check or has no hope of success, such as when the knowledge she seeks is forgotten, hidden, or important enough to the story that uncovering it with a simple skill check would be anticlimactic.

This is where research comes into play. Under the following rules system, characters can visit a library and use its resources to discover new information. While simple questions (such as identifying a monster, knowing a local rumor, or recognizing a deity and her symbols and clergy) may still be answered with a single Knowledge check as presented in the *Pathfinder RPG Core Rulebook*, this system addresses more complex issues, such as learning details of an ancient pharaoh whose name has been lost to history, interpreting an infernal contract, or studying a comprehensive book of arcane lore. Many character concepts focus on the pursuit of knowledge, and spending time researching the topic in a library using the following rules can be a fun way to let that aspect of a character or party take center stage.

These rules can represent researching any repository of lore or knowledge: an actual library, a vast historical archive, a complicated legal contract, a city's hall of records, a hoard of ancient scrolls, a magical tome of esoteric lore, a wizard's personal collection of books and scrolls, or even a psychic's memory palace. For the purposes of these rules, however, the term "library" is used to represent all of these possibilities.

Using a Library

Every library has two primary statistics: a Complexity rating, which reflects the intricacy or confusing nature of the library's contents, and knowledge points (abbreviated kp), which are an abstract representation of the sum of the library's collected information.

To research a specific topic or question within a library, a character must succeed at a Research check, using one of the skills listed in the library's stat block. Stat blocks for sample libraries begin on page 152. A Research check is akin to a Knowledge check, though each library stat block lists the specific skills that can be used for Research checks based on the nature of that library's collections. A library's Complexity rating serves as the DC for Research checks that attempt to unravel that library's clues.

Attempting a Research check requires an uninterrupted 8-hour period of research, and a character cannot take 10 or 20 on a Research check. Each 8-hour period of research grants a cumulative +1 bonus on Research checks. If a researcher stops researching at the same library for a month or more, she loses any cumulative bonuses gained for that library thus far. Up to two additional characters can use the aid another action to assist a primary researcher. In addition, some libraries grant a Knowledge bonus—a bonus on specific Knowledge checks (including Research checks) attempted within that library—due to the depth and completeness of its collections. Research checks cannot normally be attempted untrained unless the library's Complexity is 10 or lower, the Research check involves a skill that allows untrained checks, or the library's collection is extensive enough to allow untrained checks, as detailed in the library's stat block.

Succeeding at a Research check reduces a library's knowledge points, similar to dealing damage to a creature's hit points. As its knowledge points decrease, a library reveals its secrets. Characters learn information when a library's knowledge points reach various research thresholds, as detailed in each library's stat block. The amount of knowledge points reduced on a successful Research check depends on the nature of the primary researcher and the type of library. It is generally a reflection of the character's training and Intelligence score, represented by a die roll modified by the character's ability modifier (see Research by Expertise, below).

In addition to these base amounts, for every 5 by which a Research check exceeds the library's Complexity rating, the library's knowledge points are reduced by 1 additional point. Rolling a natural 20 on a Research check acts like a critical threat. If the researcher confirms the critical hit by succeeding at a second Research check with all the same modifiers (this takes no additional time), the resulting knowledge point reduction is doubled. Conversely, rolling a natural 1 on a Research check automatically results in failure, and the library's knowledge points increase by 1/4 of the library's maximum knowledge points as the library's complexity causes a researcher to follow a wrong avenue of investigation.

When a library's knowledge points are reduced to 0, the characters have learned everything they can from that library, and gain experience points according to the library's CR. To learn additional information, they must visit another library and continue their research there.

Research by Expertise

A successful Research check reduces a library's knowledge points by a certain amount, just as a successful attack roll in combat reduces a creature's hit points, and this amount depends on the primary researcher's training in the skill she used for the Research check. A primary researcher reduces a library's kp by 1d12 + her Intelligence modifier if she has either 10 ranks in the skill, Skill Focus in the skill, or both 5 ranks in the skill and the skill as a class skill. She reduces a library's kp by 1d8 + her Intelligence modifier if she has either 5 ranks in the skill or the skill is a class skill for her (but not both). Otherwise, she reduces a library's kp by 1d4 + her Intelligence modifier.

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Alternate Ability Scores: At the GM's discretion, a character with an ability that replaces her Intelligence score with another ability score for the purpose of Knowledge checks (such as a lore oracle or shaman) can also use that ability score instead of Intelligence to determine the reduction of kp. Beyond that, characters well suited for research in a particular library might modify the result of the die roll with a different ability modifier. For instance, a brawler or fighter carrying out research in a fighting school's library might add her Strength modifier instead of her Intelligence modifier to the result. With the variety of options available to characters in the form of character classes, archetypes, prestige classes, and other customizable selections, it's ultimately up to the GM to decide which characters are best suited for research in a particular library.

Character Class Variant: In this variant, how much a library's kp are reduced depends on the researching character's class, rather than on her training in the listed skill. For the purposes of this variant, character classes can be divided into three broad researcher categories: polymaths, scholars, and novices. Polymaths are characters with the ability to attempt any Knowledge check untrained, such as bards, loremasters, and skalds. A polymath reduces a library's kp by 1d12 + the character's Intelligence modifier with a successful Research check. Scholars are academic characters, including Intelligence-based spellcasters, alchemists, investigators, lore shamans, and lore oracles. A scholar reduces a library's kp by 1d8 + the character's Intelligence modifier with a successful Research check. All other characters are considered novices, being either uneducated or untrained in scholarly research. A novice reduces a library's kp by 1d4 + the character's Intelligence modifier with a successful Research check.

However, certain character classes might be better suited for research in specific libraries that have collections focusing on fields of study particularly relevant to those classes and their abilities. For example, a cleric or inquisitor researching in a religious library connected to her faith might be considered a scholar or even a polymath instead of a novice, or a cavalier or warpriest undertaking research at a famous war college might be considered a scholar while arcanists and wizards are treated as novices.

DESIGNING A LIBRARY

Although some sample libraries are presented at the end of this section, the research rules are most rewarding when used in conjunction with libraries specifically designed to interact with an adventure's story and characters. You can use the following guidelines to create libraries tailored to your campaign's needs.

Step 1—Determine the Nature of a Library's Collection: First, come up with a general idea of what sort of library you want to create and what sort of knowledge it contains. Is it a small village library, or a capital city's vast historical collection? The recently rediscovered archive of a forgotten monastic sect, or the collected notes of a famed author? Maybe it's an ancient repository of dark magic and

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disturbing rituals. What manner of information the PCs can learn from researching in this library depends on its contents—a library holding the rightful ancestry of a lost claimant to the throne is likely different from one offering cures to a necromancer's undead plague.

Step 2—Determine Research Check Skills: Assign Knowledge skills that can be used in Research checks. These skills should be relevant to the overall theme of the library. Libraries typically have three Knowledge skills that can be used for Research checks; however, smaller libraries might have only two assigned skills, while exceptionally extensive collections might have four assigned skills or more. If the library allows any of these skills to be used untrained, you should decide that as well.

Step 3—Determine Knowledge Bonus: Decide if the library grants a bonus on Knowledge checks used for Research checks in the library. Not every library grants a bonus, but a library focusing on a particular field of study almost always grants a Knowledge bonus to the associated Knowledge skill. A typical library grants a Knowledge bonus from +2 to +5, depending on the size of the library and the quality of its collections.

Step 4—Determine CR: Establish the library's CR according to the needs of a specific adventure or campaign, typically basing it on the Average Party Level (APL) of the player characters. The higher the CR, the more challenging it is for characters to complete their research. Refer to Table 12–1 on page 397 of the *Core Rulebook* to determine the appropriate CR for your group, using the same difficulty guidelines as encounters (easy, average, challenging, hard, epic). For example, for a party of four 6th-level PCs, a CR 6 library is average difficulty, CR 5 is easy, CR 7 is challenging, CR 8 is hard, and CR 9 is an epic challenge. Keep in mind that increasing the CR of a library still doesn't stop successful research from eventually happening without either time pressure (see Step 7) or penalties for failure (see Additional Elements on page 151). If you set an extremely high-CR library against a low-level party without either of those elements, determine the XP they receive accordingly (low or no experience), rather than as per a monster of that CR.

Step 5—Determine Complexity: A library's Complexity should be fairly challenging since the rules for research assume that the best researcher is the primary researcher, allow two checks to aid another, often add an additional bonus on the Research check, and offer a cumulative bonus on future Research checks.

For simple libraries, see Table 3–3 for sample base DCs. For an average library, add 5 to the DC; for a difficult library, add 10. For extremely challenging libraries, you can increase the Complexity by even more, but be aware that research in such a library will be exceptionally difficult, so it might make more sense to increase the library's CR instead.

Step 6—Calculate Knowledge Points: A library's knowledge point total is often equal to the library's CR × 3.

Table 3-3: Library Complexity By CR

CR	Base DC	CR	Base DC
1	11	11	26
2	13	12	27
3	14	13	28
4	15	14	30
5	16	15	31
6	18	16	33
7	19	17	34
8	20	18	36
9	22	19	38
10	24	20	40

Step 7—Determine the Time Pressure: Thanks to the cumulative bonus on Research checks, eventually even a 1st-level character trained in one of the research skills will fully research a CR 20 library. If there is no sense of time pressure or penalty for failure (see Additional Elements), the research system becomes merely an unnecessary delay in the story's progress since the result isn't in question. For this reason, most research tasks should include a hard limit on how many days the PCs have to succeed. Since the PCs' ability to reduce a library's knowledge points does not scale up as quickly as the library's knowledge points, low-level libraries usually require only 1 or 2 successful Research checks to reach 0 kp; on the other hand, even the most scholarly character can only hope to reduce a CR 20 library to 0 kp in 6 successes (and a more modest lead researcher is likely to need at least 12 successes). Thus, low-CR libraries merit a time pressure of a week or less, whereas high-CR libraries need at least 2 weeks to a month to give most groups enough time to complete them. As always, know your group when designing the time pressure. If a high-level group doesn't have anyone with more than a few ranks in any of the associated skills, it will need more time to build up cumulative bonuses before it can crack the library.

Step 8—Determine Research Thresholds: The final step in designing a library is creating its research thresholds. In general, a library with 25 kp or fewer has one research threshold for every 5 kp, revealed at 5-kp intervals, while a library with 30 kp or more has one research threshold for every 10 kp, revealed at 10-kp intervals. However, this is just a guideline, and the exact number of research thresholds and their frequency should be determined by how much information the library contains or the plot requires. For example, a library with 30 kp could have research thresholds at 20 kp, 10 kp, and 0 kp, but it could instead reveal information at 25 kp, 20 kp, 10 kp, 8 kp, and 0 kp.

Once you have determined the number and frequency of a library's research thresholds, decide the specific piece of information revealed at each research threshold. Every bit of knowledge gained at a research threshold should be unique, based on the story you want to tell or the topic the characters are researching. However, the new information

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might build on the old, narrowing it down with more specific details and useful facets.

Additional Elements

Libraries can be further customized to make research more challenging, rewarding, or dangerous by incorporating the following elements.

Additional Languages: A library could consist entirely of volumes written in languages other than Common. To attempt a Research check in such a library, characters who don't speak the language must succeed at a Linguistics check or have access to magic such as *comprehend languages*, and the magic must be active for the entire 8-hour research session. The DC of the Linguistics check depends on the language and the researcher. For modern human languages, such as ethnic or national languages, or non-human tongues that are included in a character's racial bonus languages (such as an elf attempting to research Sylvan writings), the DC is 20. For other non-human tongues that are not part of a character's racial bonus languages (such as a dwarf trying to do research in a gnoll library) or secret languages (such as Druidic), the DC is 25. For ancient, archaic, forgotten, otherworldly, or exceptionally rare languages, the DC is 30. A character using Linguistics to translate proceeds at 1/3 the normal rate (requiring three 8-hour sessions instead of one for each Research check and to gain the +1 cumulative bonus), and a character using Linguistics or magic takes a –2 penalty on Research checks due to the possibility of losing context that would have been more obvious in his native language.

Labyrinths and Secret Chambers: Some libraries are labyrinthine, either so disorganized as to become puzzles or purposely designed to hide their greatest secrets. Other libraries could be less mazelike, but their deeper secrets might lie behind hidden doors or within concealed chambers only the most determined can discover.

In the case of labyrinths, each threshold of knowledge achieved takes the researcher deeper into the library's confusing twists and turns. Finding one's way out or finding the path to the next knowledge threshold requires either careful planning (a trail of objects, or using string to navigate the way back) or a successful Intelligence check to find the way. The Intelligence check can have a DC of 10, 15, or even 20, and should take an amount of time appropriate for the size of the library. Each attempt could be a manner of minutes, hours, or even days if the library is truly massive or extradimensional. Further research cannot be conducted while a researcher finds her way out.

In the case of secret chambers, typically the doors to such locations must be found before a kp threshold can be breached, or such chambers can be more symbolic, such as the case of print written in invisible ink, hidden with *secret page*, or requiring a psychic duel (*Pathfinder RPG Occult Adventures* 202) before the secrets are revealed and further research progress can be made.

Library Encounters: Books and scrolls aren't the only things found in libraries. A library can be turned into an adventure or dungeon all its own with separate chambers and rooms serving as different encounter locations. As PCs undertake their research in the library, they can fight monsters inhabiting the library, roleplay with NPCs engaged in their own research, or overcome hazards, traps, and other obstacles, such as collapsing ceilings and walls, *explosive runes*, *fire traps*, *glyphs of warding*, *secret pages*, *symbols*, or simply rickety ladders and unstable shelves. In addition, researching in a given room of the library might allow characters to reduce the library's knowledge points only by a limited amount. In order to fully reduce the library's kp to 0, perhaps PCs must visit multiple collections in the library, encountering all of the dangers in those rooms before their research is complete. Certain libraries might generate guardians on a regular basis, thus forcing encounters every day or every week until the PCs manage to reduce the library's kp to 0.

Penalty for Failure: Some libraries are so convoluted and bewildering that failing a Research check can hamper a researcher's progress, or even thwart it entirely. This can be the result of excessively poor organization, such as in a senile old wizard's hodgepodge of books accumulated over decades, or due to deliberate obfuscation, as in the case of infernal contracts. In such libraries, various unusual penalties or consequences might occur after a particular number of Research checks or after a failed Research check. Such a library might not allow the cumulative bonus on further Research checks for each 8-hour period. Furthermore, failing two consecutive Research checks means the researcher has reached a dead end in her studies and is unable to further decrease the library's knowledge points. In this case, the library's knowledge points return to maximum and the researcher can't attempt to research in that particular library again until she gains a rank in at least one of the library's associated skills or recovers some key or clue to help decipher it.

Research Rewards: Characters can gain more than just knowledge in libraries; they might also find valuable treasures. You can place treasures in a library that are uncovered only when the library's kp are reduced to specific research thresholds. Such treasures often take the form of scrolls, spellbooks, and magic manuals

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and tomes, or "intellectual" items such as a *headband of vast intelligence* or a *helm of comprehend languages and read magic*. Other objects such as rods, wands, *figurines of wondrous power*, or even *crystal balls* might be buried or hidden behind larger stacks of books, just waiting to be discovered by diligent researchers.

Specialized Skills: Instead of assigning specific Knowledge skills to a library's Research check, you can use Linguistics as the default Research check skill, and assign specialized skills that reflect the specific nature of the library's collections. To carry out research in such a library, a character must succeed at a Linguistics check or at one of the specialized skill checks listed in the library's stat block. The Linguistics check follows all of the normal rules for Research checks, but if a researcher uses the more specialized check to perform her research, she gains a +2 circumstance bonus on the check for using precisely the correct skill for that library, as opposed to the more general use of Linguistics. This element otherwise follows all of the other rules for Research checks. Any skill, not just Knowledge skills, can be a specialized skill. For example, a military library might have Profession (soldier) as a specialized skill, an archive of famous plays might use Perform (act), or a tome of arcane magic might allow Spellcraft as a specialized skill. The circumstance bonus from specialized skills replaces the general bonus to Knowledge checks a library would otherwise grant; thus if the library is particularly helpful, it might grant more than a +2 circumstance bonus.

SAMPLE LIBRARIES

Libraries can exist in a wide variety of forms, from actual collections of printed books, handwritten scrolls, and indexed volumes to single, encyclopedic tomes of abstruse wisdom or painstakingly detailed legal contracts full of impenetrable language. The following are some examples of types of libraries characters might visit to conduct research. Rather than a specific name, each of these sample libraries is given a generic title that indicates the nature of its collections or where it might be located. GMs can use these examples as guidelines for creating their own custom libraries.

Reading a Library Stat Block

The libraries presented below use the following format.

Library Name: This is the name of the library, archive, book, or other repository of knowledge.

CR: This is the CR of the library, representing its complexity and the possible dangers found within it.

XP: This entry lists the experience points gained for reducing the library to 0 kp.

Complexity: This value is the DC of the Research check required to reduce the library's kp.

Languages: This lists the languages necessary to navigate the library without magical aid or Linguistic checks. If a library has multiple languages, and the researcher does not possess the ability to read all the listed languages, she can still attempt checks, but for each language she doesn't know, she takes a –2 penalty on Research checks.

Research Check: This entry lists the skills (usually Knowledge skills) that can be used to attempt Research checks. If a library allows untrained Knowledge checks due to the extensiveness of its collections, that is noted in this section as well.

Knowledge Bonus: This entry lists the bonus (if any) a library grants on specific Knowledge checks. This bonus applies to all of the Knowledge skills that can be used for Research checks in that library, and affects all such checks attempted by a character inside a library or studying its contents, whether they are Research checks or single Knowledge checks.

kp: This entry lists the library's maximum number of knowledge points.

Research Thresholds: These entries list a library's research thresholds, and the specific piece of information learned at each threshold.

Town Sage's Abandoned Study

The town's sage has been missing for about a month. Not only do the various notes and tomes in his study contain secrets about his hometown, but a careful search can also uncover clues as to his disappearance.

TOWN SAGE'S ABANDONED STUDY **CR 2**

XP 600

Complexity 13 (easy)

Languages Common

Research Check Knowledge (local) or Knowledge (nature); **Knowledge Bonus** +0

kp 6

RESEARCH THRESHOLDS

kp 3 At low tide, a hidden entrance to underground caverns becomes visible beneath the town's docks. According to a number of local legends, pirates hid their booty in the caves.

kp 1 The flower seller in the town square is the local priest's illegitimate daughter. Given the priest's vow of chastity, if this knowledge became public, he could lose respect among the townsfolk and likely his position as the town's priest.

kp 0 The leader of the bandits in the woods outside town claims to be the deposed lord of the neighboring barony, and wants to raise an army to take back his title and lands. The sage's notes indicate that he was planning on seeking out this bandit lord and using his records to help prove the veracity of the claim.

Wizard's Arcane Library

With a cruel wizard vanquished, the only clue to what kind of wards he has placed on his spellbook can be found in his arcane library. The library also holds other secrets.

WIZARD'S ARCANE LIBRARY **CR 6**

XP 2,400

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Complexity 18 (easy)
Languages Common
Research Check Knowledge (arcana, untrained), Knowledge (planes), or Knowledge (religion); **Knowledge Bonus** +2
kp 18

RESEARCH THRESHOLDS

kp 15 The wizard's spellbook is warded with a *fire trap.*
kp 10 The password to bypass the spellbook's *fire trap* is "everiss."
kp 5 The ghost the wizard keeps locked away in the tower can only be permanently destroyed if her wedding ring is returned to her descendants. The wizard hid the wedding ring in his extraplanar stronghold.
kp 0 The elder xorn Gissijaak has a taste for garnets, and can be convinced to guide people to the wizard's extraplanar stronghold on the Plane of Earth if bribed with a particularly large stone.

Imperial War College

While this large collection of tracts, scrolls, schematics, and battle plans tends to deal with military strategy and the building of fortifications, secrets are hidden amid some of its more obscure works. These secrets give some insights into the hobgoblins massing on the borderlands of the duchy, plus the fate of a long-missing heirloom and a possible way to retrieve it.

IMPERIAL WAR COLLEGE **CR 12**

XP 19,200
Complexity 32 (average)
Languages Common
Research Check Knowledge (engineering, untrained), Knowledge (history), or Profession (soldier, untrained); **Knowledge Bonus** +4
kp 36

RESEARCH THRESHOLDS

kp 30 Master Saval at the Hammer and Anvil believes that red hair is a blessing from the Lord of Battles, and frequently offers discounts on masterwork and enchanted weapons to ginger-headed warriors.
kp 25 When the Duke of Gacy was slain in the Battle of a Hundred Spears, his legendary shield, Bulwark, was never recovered. It is believed that the hobgoblins' war chief, Klathuk the Merciless, took it as a trophy.
kp 15 Detailed blueprints illustrate the strengths and weaknesses of Fort Kallin. All of the border forts on the northern frontier were built to the same plan.
kp 5 Scouting reports mention a shield matching Bulwark's description in the hands of a hobgoblin warlord currently gathering an army in the Yellow Hills. It's rumored that this new war chief is either the descendant of Klathuk the Merciless or defeated the aging warlord in battle.
kp 0 A secret postern gate in the southeast wall of Castle Daminal provides access to the guard barracks. The castle fell to the hobgoblin warlord a month ago, and it's believed he is using it as a base of operations.

Astral Dragon's Memory Palace

This esoteric library is an immersive mindscape (*Pathfinder RPG Occult Adventures* 234) where an ancient astral dragon (*Pathfinder RPG Bestiary 5* 89) stores her knowledge and memories in an elaborate cloud palace. The mindscape is overt and has a self-contained shape. Its feedback is harmless, and it has normal gravity, normal time, and magic works normally within it.

The dragon's memory palace is extremely complex, and filled with nearly all of her experiences from her millennia of existence, categorized in a very occult fashion. What is even more challenging is that outsiders can access the mindscape only while the dragon sleeps. While the dragon tends to slumber for long periods (typically between 7–13 days), when it awakens any intruders are expelled from the mindscape—unless they discover the secret that lets them stay within the mindscape while the dragon is awake.

ASTRAL DRAGON'S MEMORY PALACE **CR 18**

XP 153,600
Complexity 46 (difficult)
Languages Draconic
Research Check Knowledge (arcana), Knowledge (history), or Knowledge (planes); **Knowledge Bonus** +5
kp 54

RESEARCH THRESHOLDS

kp 50 The dragon saved a group of shulsagas (*Pathfinder RPG Bestiary 4* 245) and, in return for the assistance, those strange disk-riding humanoids gave her a password that allows the dragon or any of her allies to enter shulsaga territory unhindered.
kp 40 The shulsaga password is "kayith namast."
kp 30 Deep in a particularly volatile section of the Astral Plane, the shulsagas are building a large vessel that they plan to use to raid other planes. They seem especially fixated on raiding the Boneyard, the Negative Energy Plane, and the Positive Energy Plane.
kp 20 There is a way that interlopers can stay within the memory palace while the dragon is awake. They must first have *dimensional anchor* cast upon them while in the memory palace and must refrain from eating, drinking, or sleeping while the dragon is awake.
kp 10 A planar map shows many portals scattered around the Astral Plane that allow passage to most of the other known planes. The dragon believes that the portals were created by manasaputras (*Pathfinder RPG Bestiary 5* 162), but has not been able to learn why they were created or what keys are needed to open them.
kp 5 The astral dragon has accumulated a substantial treasury kept on the Positive Energy Plane in the care of a group of jyoti (*Pathfinder RPG Bestiary 2* 171). The dragon worries that the jyoti have no plans to return her hoard.
kp 0 A map and occult ritual found in the library claims to allow living creatures to enter the Akashic Record, a demiplane in the Astral Plane tied to the heart of occult philosophy.

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Spells of Intrigue

Magic influences nearly everything in the Pathfinder Roleplaying Game. In an intrigue-based campaign, the principal focus shifts from exploration and dungeon-delving—where magic is primarily used for survival and fighting—to navigating complex and precarious social interactions. Politics, organized crime, espionage, mercantilism, and other intrigue-based objectives require extensive use of subtlety, subterfuge, thoughtful planning, and orchestrated tactics. As a result, characters engaged in intrigue often utilize spells that are geared toward communication rather than combat, spying and intelligence-gathering rather than physical defense, and winning power and influence rather than slaying opponents outright and taking their treasure.

The following section offers advice on certain spells particularly likely to see use in an intrigue-focused game, organized by level of play and spell school.

Low-Level Play (1–6)

At early levels, the number of spells available is smaller, but these are sometimes the most important spells to understand. Low-level spells of intrigue (typically 3rd level or lower) can remain useful at high levels, and high-level characters can cast them far more often.

Divinations

Nothing can alter the fundamental flow of an entire adventure or campaign quite like divinations. The rules for divination spells contain many gray areas. Unfortunately, that can lead to GMs either reining in these spells too tightly (sometimes making them a waste of a spell slot), or allowing divinations to provide far more information than the spell should allow, potentially derailing the story. Many GMs feel that divinations are the primary reason high-level games can be difficult to run.

When adjudicating the results of divinations, you, as the GM, should apply the principle of "yes, but. . ." rather than simply saying "yes" or "no." In other words, the PCs can get the kind of information the spell indicates, but that information doesn't include other factors beyond the scope of the spell. Or perhaps it comes in a cryptic form, is sketchy because the PCs didn't have enough information to connect the dots, or is otherwise less than ideal. These spells have built-in restrictions that prevent them from being perfect, and targets can prepare countermeasures to vex casters.

Information is a key factor in many games, and divination magic often plays a central role in uncovering that information. Information allows characters to lay ambushes instead of being ambushed, to bypass threats to pursue their goals most efficiently, to prepare exactly the right countermeasures for their opposition, and more. As the GM, ultimately, you are the channel through which all the knowledge about the world flows. You are responsible for providing the appropriate information to both the PCs and the NPCs. You should give them the information their characters would have and not withhold knowledge, but you should also control the information flow in a way that enhances the game.

Some of the first divinations available to characters can often cause the most disruptions because they are available at will: *detect poison* and especially *detect magic*. Detection spells generally cannot pierce solid material, including a thin layer of lead, so consider having NPCs use lead linings for important secrets. The idea of using appropriate precautions makes a particularly formidable NPC seem like a more worthy adversary after the fact, once the PCs find the hidden secret, though if every NPC does this, it can quickly cheapen that effect.

Though it might seem humble, the ability to find a creature, object, or location can easily short-circuit an entire adventure based around discovering something lost or hidden. However, spells that find things have significant limitations, and the first line of defense against allowing locator spells to damage the fun of a campaign is knowledge. Characters can't attempt to locate something they don't even know exists, and several of those spells have further restrictions that depend on the caster's level of knowledge about the target.

Augury: Conceptually, having only four options (weal, woe, both, and neither) seems simple enough, but the trick comes in that almost everything involves a little bit of weal or woe—so where do you draw the line? Remember that the spell can see only 30 minutes into the future. It doesn't take into account long-term consequences of the action. That means that, for instance, making a deal with a devil to gain 1,000 gp in exchange for possibly forfeiting your soul sometime in the future would probably be considered a weal by a casting of *augury*.

If the half-hour isn't enough to decide, then think about the personality of the caster's deity or spirit. For instance, a god of bravery might think that a CR-appropriate battle with great loot is a weal because that sounds like a grand adventure, while a more cautious deity might say that is a weal and woe.

You can't predict everything that will happen, so just try to make your best guess—even the gods can't be sure exactly how the PCs will behave! Try to remember that "neither" is a valid option, particularly since that's the result when the spell fails to give an accurate response. The caster must consider whether the "neither" result is a false negative or a true negative. Augury costs 25 gp to cast, so likely the PCs won't throw it around indiscriminately, even at higher levels.

Clairaudience/Clairvoyance: This spell is the lowest-level scouting spell, and so is often the first to appear in play. It allows PCs to examine their surroundings or eavesdrop without endangering themselves, but has a

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large number of mitigating factors, which can make it trickier to use.

Clairaudience/clairvoyance has a limited range of 400 feet, plus 40 feet per caster level. While that is generally enough to see areas in the same dungeon, the spell can't just look anywhere. The caster must place the sensor in a known locale or a familiar place, or somewhere he can see. This prevents blindly casting it on whatever is 100 feet in a given direction, for instance. The casting time of this spell—10 minutes—is quite long, likely wasting the duration of other spells currently cast on the party. It is also a major security risk to chant for 10 minutes straight in a loud and clear voice in hostile territory, so this spell is best paired with Silent Spell for safety's sake. This spell lasts only 1 minute per level, which makes it difficult to spy on long conversations unless the caster knows exactly the right time. Finally, the spell doesn't project any enhanced senses, so even if the caster has darkvision, if the spell hits a dark area, he can only see in a 10-foot radius. Unlike some of the more powerful scrying subschool spells, the caster can't move the sensor beyond rotating it.

The clairaudience version of the spell can better detect things in the dark, but making sense of auditory stimuli can be tricky. Finally, remember that the enemies might potentially notice invisible magical sensors (the base DC to notice a sensor is 23 for this spell). *Detect scrying* automatically detects the spell and possibly reveals the PCs' nearby location, too, potentially allowing the observed enemies to retaliate quickly.

Detect Evil: This entry applies to other alignment detection spells and abilities, as well. In some stories, concealing a character's alignment is important; it can be particularly challenging in the presence of a paladin or inquisitor who uses *detect evil* at will (or some familiars that have constant *detect evil*). Fortunately, there are a lot of easy ways to protect against these spells.

The first thing to note is that at the lowest levels, alignment detection spells simply don't register NPCs due to their low level. Other than clerics, undead, and evil outsiders, creatures require 5 Hit Dice or more to register with *detect evil*. The second thing to keep in mind is that creatures with actively evil, good, chaotic, and lawful intents register as that alignment if they have enough Hit Dice, regardless of their actual alignment. So a selfish merchant whose heart is moved by an orphan's plight into an act of largesse would register as good at the time, and a loyal knight forced to kill an innocent child to stop a war could appear evil while she formulates and executes the deed. The final thing to consider is that alignment detection is exceptionally easy and cheap to foil in the long-term.

Some GMs rely on expensive, high-level, short-duration spells that could fail based on a d20 roll such as *misdirection* and *nondetection*, but the 1st-level bard spell *undetectable alignment* lasts 24 hours and works automatically. A wand containing this spell lasts for longer than a month and costs only 750 gp. Several new spells and magic items in this book also help protect against alignment detection.

As always, it is important to use countermeasures that the NPC in question would reasonably and realistically use, considering the NPC's circumstances and the cost of employing the countermeasure. Spending 15 gold pieces a day for a charge from a wand of *undetectable alignment* is clearly worth it for an important spy who expects to match wits with paladins who can test her alignment, but it isn't reasonable for a random evil monster living alone in the sewers. Also, *undetectable alignment* fools alignment detection, but it leaves the telltale aura of *undetectable alignment* itself on the NPC, which could give him away just as easily if not combined with other effects to obscure the magical aura of the spell.

Detect Magic: Though this at-will cantrip is an extremely powerful tool, remember that concentrating to maintain the spell consumes the caster's standard action every round, and may significantly slow a party's progress when timing is important or action is required. It also requires several rounds to reveal useful information.

On the first round of the spell, the caster doesn't learn more than the presence or absence of magical auras in a 60-foot cone. If the wizard is standing behind someone in the party who has a magic item, he'll get a false positive. Even on the second round, the caster just learns the number of auras and the power of the most potent aura, so it takes quite a while to pinpoint the locations of each aura. For instance, a common complaint about *detect magic* is that it might reveal invisible creatures, but in reality, an invisible creature can easily run circles around the concentrating wizard's cone, never allowing the wizard enough time to pinpoint it.

The final and most important point to note is the fact that magical areas, multiple types of magic, and stronger auras can distort or conceal weaker auras. Very few GMs use this to its full potential. For instance, the NPCs might build their base on a ley line in order to mask magic auras. If all else fails, numerous countermeasures protect against a simple *detect magic* spell, starting with nonmagical means such as thin layers of lead and moving to *magic aura*, *nondetection*, *misdirection*, and more. Take a look at *greater magic aura* (see page 219) for a solid countermeasure. *Greater detect magic* (see page 212) allows for some interesting additional pieces of information, but it's a 2nd-level spell, so it can never be as ubiquitous as the 0-level version. *Greater magic aura* still foils *greater detect magic*.

Detect Poison: This spell makes it trivial for even a fledgling acolyte to detect the presence of poison, and seems to kill the entire idea of poisoning the king's drink. One solution is to slip poison into something that it wouldn't be socially acceptable to check with *detect poison* or that the consuming character doesn't even stop to check, such as poisoning the spoons rather than the meal.

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Clever assassins may poison something that is supposed to have poison in it (such as alcohol). Even though ethanol alcohol (along with other possible food additives) is a neurotoxin, it doesn't have its own poison stat block, and you'll want to make your stance clear on poisonous substances not listed with specific poison rules to your players. If you use this option, the caster still has to fail the DC 20 Wisdom check (which is quite likely, particularly at lower levels). For added concealment, use an overdose of the same sort of poison already expected to be in the dish, so even a successful check wouldn't help (such as lethal quantities of wormwood in a glass of absinthe). *Obscure poison* (see page 220), a 1st-level spell, can also make a poison harder to detect, and the *languid venom* spell (see page 218) can both delay the onset of a poison and make it slightly harder to detect.

Detect Thoughts: This spell's notorious ambiguity often leads back to the idea that, as the GM, you are the one who ultimately controls the flow of information. Reading surface thoughts doesn't act perfectly to give the information that the PCs want, even if the target fails its saving throw, instead only betraying a character's immediate concerns. For instance, the rakshasa disguised as a noble probably isn't thinking "I'm a rakshasa" all the time, but she might generally think of things in oddly predatory terms. Give the PCs something interesting and worthwhile but, most importantly, the spell should tell them something that makes sense for the target to be thinking and provide clues more than answers.

Clever PCs could combine *detect thoughts* with an interrogation session in an attempt to gather answers to specific questions. Against rank-and-file foes who are nonetheless too loyal to intimidate, this is very likely to work. However, liars skilled enough to remove any tells from their social deceit often train themselves not to dwell on their prevarications, so characters with high ranks in Bluff are likely able to obfuscate their surface thoughts. Still, if the PCs aren't sure whether they've captured a spy, their captive might reveal that she is more than she seems when the PCs' pointed questions are met with surface thoughts repeating a soothing rhyme or song.

Seek thoughts (*Pathfinder RPG Advanced Player's Guide* 242) allows a character to sweep through many more people's minds than *detect thoughts*, but still allows a saving throw (and with multiple targets, the caster isn't aware who made or failed the save). The same adjudication on surface thoughts applies: a sweeping search for surface thoughts about being the murderer will only work if the murderer is actively thinking about being such. A true sociopath might be thinking about their lunch, though clever PCs might be able to use this information as evidence that the sociopathic NPC is suspicious.

Locate Object: Many GMs fear that a PC who casts *locate object* can locate key objects and ignore entire sections of an adventure. The good news is, unless the adventure was about the PCs being robbed of an item in a small town, that fear is probably baseless (and in many circumstances, there are countermeasures to this spell).

The first thing to note about *locate object* is its long range. Even 400 feet plus 40 feet per caster level is not very far in a city or overland adventure. Also, PCs cannot specify a unique item as the target of this spell unless they have observed the particular item firsthand (not through divination). In the majority of adventures focused on finding an item, the object is a unique item that the PCs have not observed firsthand. Finally, this spell is blocked by a thin sheet of lead. So any competent thief in a world with divinations is likely to store the object of her larceny within a bag that is lined with a thin sheet of lead, at least until she can get far enough away from pursuit. Precautions like these show the antagonists' understanding of the nature of magic and the world around them.

Speak with Animals and Speak with Plants: These two spells are useful in that animals and plants often observe plenty of secrets, and even the most meticulous murderer rarely thinks of a houseplant as a witness. However, these entities have either low or no intelligence, and they look at the world in a different way than people do. It's important to strike a balance with these spells so that they provide useful information that's worth casting a spell without breaking every mystery. The way to do that is all in the art of roleplaying animals and plants. Have them pay attention to things that are immediate and important for an animal or a plant, but not necessarily to details that the PCs want to know. Use these spells to offer more clues colored by the animal or plant's worldview.

Zone of Truth: Truth-telling magic often has interesting consequences when combined with intrigue. Even ignoring spells such as *glibness* that allow someone to lie directly in a *zone of truth*, a creature can succeed at its saving throw against the spell without the caster ever knowing. Creatures can also simply avoid speaking a direct lie, or even speak an untruth that she thinks is true, potentially through the use of memory-altering magic such as *modify memory* or *false belief* (see page 214). This advice applies for other truth-telling magic as well, such as *discern lies*.

Other Divinations: A few rare, highly specific divination spells have the potential to disrupt an intrigue-based game.

Blood Biography: This spell from page 206 of the *Pathfinder RPG Advanced Player's Guide* offers several options to a spellcaster who gains possession of a creature's blood, identifying the creature that shed the blood as well as the circumstance and time of the bloodshed, to that creature's knowledge. In terms of living creatures, beyond a successful Will saving throw, the best protection for a creature against this spell is also generally a good way to prevent penalties against spells such as *scrying*: try not to leave blood for the PCs to find. Much like in a modern crime drama with DNA evidence, in a game with *blood biography*, a bloodstain from the culprit is a powerful piece of evidence that

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can often assure a successful investigation on its own. Of course, a wily criminal can plant the blood of an innocent at the scene to throw off the trail. However, that could cause issues due to the fact that the spell reveals how and when the blood was shed, unless the criminal can manipulate a truly devious frame-up that includes suspicious circumstances and timing. Another option, if cleaning up blood with *prestidigitation* or similar spells is out of the question, is to scatter blood from so many different sources throughout the area that the mixture makes the search nearly impossible. The other use of the spell, particularly in a murder, is that it can potentially reveal details of the murder, just like with spells such as *speak with dead*. In addition to the advice for *speak with dead* below, a murderer could consider killing in such a way as to avoid spilling blood. Or, he could even plant blood from a previous situation that didn't involve the killer and then use spells such as *dress corpse* (see page 212) to obscure the time and cause of death to match the earlier bloodshed.

Create Treasure Map: This spell from page 214 of the *Advanced Player's Guide* allows the PCs to gain a map to whatever a dead creature considered most valuable. Since the spell indicates that the value is subjective and might include intangibles, such as a mate or a favorite place to find food, the spell usually offers numerous opportunities for other interesting adventures. It does this without forcing the GM's hand on any particular issue, particularly since it takes an hour to cast, costs 100 gp, and requires the particularly ghoulish task of using a corpse's skin as the map. Sometimes, however, there is just no way around it: the evil cultist who worships the mad artifact as a god certainly considers it to be the most valuable treasure in the area, for instance. In these cases, one countermeasure that also protects against various other divinations is to ensure that the villain's underlings have some level of misinformation, or no information at all. For instance, the cult leader might allow her lackeys to believe that the artifact is always housed within their secret but insecure temple, while in reality, she usually switches it for an elaborately trapped fake. Since *create treasure map* can't account for inconsistencies or holes in a creature's knowledge, even blindfolding cult members or using teleportation to bring them to the worship chamber would prevent them from leaking its secret location.

Enchantments

The main danger with enchantments lies in removing agency from a character, either a PC or NPC, and the main difficulty in running them is adjudicating just how much they do so. As such, they are much easier to deal with than divinations, as they have less variety in the difficulties that arise. In all cases, a DC 25 (or lower) Sense Motive check notices that someone is enchanted. (See page 188 of Skills in Conflict for more information on using Sense Motive to detect enchantment.)

Charm Person: The main thing to remember about charm magic is that it is not a compulsion (that is a different subschool of enchantment), which means it doesn't directly force someone to do something. Instead, the spell basically makes someone feel like the caster is a friend, and puts what the caster says in the best possible light. Just like in the Diplomacy section of Skills in Conflict (see page 184), being someone's friend doesn't mean the caster gets to dictate everything they do, and even the opposed Charisma check the spell grants can only go so far; it doesn't compel them to act exactly as the caster desires.

For instance, an evil necromancer might be willing to allow her friend to sit as her new right hand, but she won't quit her entire life's goal just because a friend asked, even with an opposed Charisma check. This advice applies equally as well to other charm spells (such as *charm animal* and *charm monster*).

Suggestion: *Suggestion* and its ilk, on the other hand, actually are mind-controlling spells. The key to *suggestion* is that it has to be presented in a reasonable fashion—and certain suggestions would simply never be reasonable for the target in question. The more creative the player, or the sharper his understanding of an NPC's motivations, the more often he can use this spell to his advantage. Players should be rewarded for this type of ingenuity, especially at lower levels when *suggestion* is one of the most powerful spells available. In mid-level play (or for a resourceful low-level villain), adversaries might start to succeed at Sense Motive checks

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to notice *suggestion* effects, potentially using *protection from evil* or similar spells to either protect against them or end ongoing compulsions.

Illusions

Illusions are a staple of fantasy, and there are two main things to consider when adjudicating them at all levels of play: first, the different subschools of illusion, and second, disbelief and interaction. Once you are familiar with those, you will be set for handling illusions at all levels of play.

Subschools: The three most easily confused subschools of illusion are figment, glamer, and phantasm. Figment spells, such as *silent image*, create wholly new sensory effects anyone can sense, even a mindless creature. The similar glamer subschool includes spells that change the way creatures sense something that already exists, such as *disguise self* and *silence*. Phantasms, in contrast to the first two, are all in a creature's mind, and thus don't work on mindless creatures.

There are other subschools of illusion, such as patterns and shadow, but they tend to be easier to distinguish from each other, since patterns are typically light-based spells that impose conditions on enemies and shadow spells usually create shadows or quasi-real effects.

Disbelief and Interaction: All three of the subschools above tend to have saving throw lines that say "Will disbelief," but they differ in how those saving throws apply.

Phantasms directly assail a creature's mind, so the creature automatically and immediately receives a saving throw to disbelieve a phantasm. Figments and glamers, however, have the more difficult-to-adjudicate rule that creatures receive a saving throw to disbelieve only if they "interact" with the illusion.

But what does it mean to interact with an illusion? It can't just mean looking at the illusion, as otherwise there would be no need to make the distinction, but drawing the line can be a bit tricky. Fortunately, the rules can help to define that difference. A creature that spends a move action to carefully study an illusion receives a Will saving throw to disbelieve that illusion, so that is a good benchmark from which to work.

Using that as a basis, interacting generally means spending a move action, standard action, or greater on a character's part. For example, if there were a *major image* of an ogre, a character who tried to attack the ogre would receive a saving throw to disbelieve, as would a character who spent 1 minute attempting a Diplomacy check on the ogre. A character who just traded witty banter with the ogre as a free action would not, nor would a character who simply cast spells on herself or her allies and never directly confronted the illusory ogre. For a glamer, interacting generally works the same as for a figment, except that the interaction must be limited to something the glamer affects. For instance, grabbing a creature's ear would be an interaction for a human using *disguise self* to appear as an elf, but not for someone using a glamer to change his hair color. Similarly, visually studying someone would not grant a save against a glamer that purely changed her voice.

Necromancy

There are a few necromancy spells that are similar enough to divinations that their information-gathering ability is worth considering.

Speak with Dead: This spell—and other similar spells such as *call spirit* (*Pathfinder RPG Occult Adventures* 160)—operate much like spells such as *speak with animals*, allowing the caster to talk with a witness who is otherwise inaccessible.

This might seem like a surefire way to ruin any murder mystery, but there are mitigating factors that need to be taken into account. First, the corpse's knowledge is limited to what the creature knew while it was alive. A murderer's best recourse to avoiding this spell is using a disguise or stealth, so that the victim doesn't learn the killer's identity. Second, if the corpse is in no condition to speak, that stops *speak with dead* (though there are spells that can repair a corpse). Third, the spell allows a saving throw, and whether or not it succeeds, the spell fails for the next week, so a murderer can cast *speak with dead* herself to forestall future castings. Such precautions on the part of the murderer, however, give the PCs more information about her, so it advances the plot and the investigation in an interesting way. Finally, the corpse's answers are brief, cryptic, and repetitive; a corpse could provide an interesting clue that furthers the investigation, rather than allowing the PCs to abruptly solve the whole thing.

Mid-Level Play (7–12)

The spells that come into prominence around 7th level can greatly affect campaigns, making it more complicated to run mysteries and interaction-heavy adventures. These spells are typically 4th level or higher.

Conjuration

Teleportation effects have a big impact on your game because they can foil situations such as being tracked or followed, and can bypass protections, such as locks and walls. These kinds of effects often only enter the game during mid-level play.

Dimension Door: *Dimension door* works by specifying a distance within long range, and then the character and any passengers suddenly appear at that spot. This is useful for bypassing obstacles, which means that any vault-maker who plans to keep out characters with access to teleportation magic needs to consider this and plan accordingly. *Forbiddance* is an excellent effect for hedging out teleportation effects such as *dimension door*, and tying a *hallow* or *unhallow* to *dimensional anchor* also works well for this. Remember that the caster of the spell can take no

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further actions after arriving at their destination unless she has the Dimensional Agility feat (*Pathfinder RPG Ultimate Combat* 95).

Teleport: *Teleport* is like *dimension door*, but adds considerably to the range and versatility. However, it is important to note that *teleport* has several special limitations built into the spell. For one thing, the caster needs to know both the layout of the destination as well as where it is physically located. If the caster has managed to use divinations to see the layout of a secret hideout, it still won't do any good unless she knows where it is. Second, areas of strong physical and magical energy may make teleportation more hazardous or even impossible. Many GMs forget this important component, which actually gives the villain a good in-game reason to establish a secret volcano lair or build her fortress on a ley line. This advice applies equally well to *greater teleport*, although the results of a failed teleportation are less dire.

Divinations

A lot of the game-changing divinations become available in the mid-level range, particularly *scrying*.

Arcane Eye: Although similar to *clairaudience/clairvoyance*, *arcane eye* is better in most ways and only 1 spell level higher. With it, the caster can use enhanced vision, and move the sensor around to spy throughout an area, potentially revealing much of a dungeon's layout. It still has a long casting time, and it requires concentration to move it around and receive sensory information. Keep the eye's movement speed in mind; if the caster wants to actually look around and see the walls and ceilings, it can only move 10 feet per round, so it could potentially take quite a while to travel very far. Remember that it can only squeeze through holes 1 inch in diameter or larger, so most doors will likely block it. Enemies can still notice the sensor with a successful DC 24 Perception check, and while most foes can't really harm it (unless they have countermeasures such as *dispel magic* available), an enemy can prevent the eye from moving further by capturing it in a container, since it can't pass through solid barriers.

Commune: This is a critical spell to note, particularly because some improved familiars can use it earlier than normal and without spending the required gold. Normally, casting *commune* consumes 500 gp worth of special materials. Remember that *commune* talks to either a deity or divine agents; there is no guarantee that the spell will contact a god. The spell text includes a reminder that powerful beings of the Outer Planes are not necessarily omniscient, so be sure to think about whether they would know the answer. As a rule of thumb, look at the deity's portfolio and have the contacted agent be particularly knowledgeable in that area. This can also lead the PCs to find a cleric of a more appropriate deity to cast the spell on their behalf. This could add an interesting narrative step and a potential for roleplaying the interaction. In any case, remember that *commune* calls out that the question has to be one that could be answered with a yes or no, though if the deity's agent thinks a misleading one-word answer would harm their own interests, they might give up to five words to help clarify. Chances are, the PCs were already suspecting something before they cast the *commune* to begin with. For instance, if they already suspect that Lady Hidimbi is a rakshasa, they could ask if she is, and if it makes sense for the deity's agent to know the answer, it might say "yes." However, if they know there is a rakshasa but not who it is, they couldn't ask "Who is the rakshasa?" and receive the answer "Lady Hidimbi."

Commune with Nature: Out of the three spells that return cryptic information from outside forces, *commune with nature* can potentially give the caster the most robust information, since it provides three full facts from a variety of topics. However, *commune with nature* provides limited types of information compared to other divinations. First of all, it is most useful in large outdoor areas, where it finds information across miles and miles (although that could lead to false positives, if the caster prefers a narrower area and doesn't think to specify). It is still effective in unworked caves, since 900 or more feet is usually enough to cover an area that the PCs want to explore, but remember that it can't see into settlements or even constructed dungeons at all. The awareness of nature tends to return general information rather than specific. A druid trying to determine the identity of the most powerful unnatural creature in the area might get a sense that a malevolent, unnatural thing has been stalking the jungle, but she probably wouldn't learn specifics about the creature. Nature can sense corruption in its midst, but doesn't possess specific knowledge about types of undead, for example.

Contact Other Plane: One of the easier divinations to handle, this spell takes 10 minutes to cast, requires concentration, and has a non-negligible chance of rendering the caster useless for multiple weeks with no real way to remove the negative effect. Though the odds of getting a true answer aren't terrible, the spell isn't very trustworthy. All questions get a one-word answer, such as "yes" or "no," without exception. Compare this to *commune*, where a helpful deity might rarely give a few more words for context. With all these mitigating factors, this spell isn't especially dangerous to the integrity of a mystery.

Detect Scrying: This spell lasts a long time and automatically detects nearby scrying sensors, potentially even revealing the scryer's location and offering a glimpse of her. This spell doesn't entirely counter the scrying. The scrying effect still happens, but now it gives information to the target. Paranoid PCs are likely to cast this spell in an intrigue campaign when they have access to it, so have paranoid NPCs do so as well, but only if it makes sense that they would have a 4th-level slot they are willing to use. If a character always

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has an active *detect scrying* spell because it's a reasonable resource expenditure for that character, then the player and PCs will buy into it as part of the way the world works (particularly if they are also casting *detect scrying* each day). However, having the NPC conveniently use the spell off a scroll only when the PCs want to scry on her is sloppy—unless the PCs have given the NPC some strong reason to expect that they will scry on her that day. All in all, when *scrying* starts becoming available, *detect scrying* is a great way to say "yes, but."

Divination: Like *augury*, *divination* also costs 25 gp, but can see 1 week into the future, and returns a short phrase, cryptic rhyme, omen, or something similar if successful. As the GM, be creative and play to your strengths when giving responses. For instance, poetry is a great way to structure a response for this spell, but if you aren't as skilled at writing verse, but are great at making collages, do that. The result of this spell could be anything! It's a great chance to give some interesting clues that the PCs might use to their advantage, or even figure out later in a moment of revelation. Coming up with a satisfying result for this spell takes time, so try to work with your players and have them come up with *divination* ideas outside of the session, if possible, letting them know that the result will be more fun if you have some time. If there's just no way to predict it until the game, however, there's nothing wrong with calling a quick time-out. *Divination* opens up tons of possibilities and puts all the power in your hands. The PC is spending 25 gp and a spell slot and trusting you to make it awesome, so make sure the answer is neither worthless nor overly blatant. Getting the result just right is more of an art than a science.

Find the Path: The major restrictions for this spell are that the caster can only specify a location (not an object or creature) and the location must be prominent (which typically means either important or famous). Though many of the locations that an adventurer may be trying to find are important, not all of them are famous—and if they're famous enough, chances are that they aren't hard to find. Where the two overlap, there is usually some sort of powerful magical effect protecting the area from divinations. That's a reasonable plot device to use if you must have such a location, and it makes sense from a narrative perspective. After all, if the place were famous, chances are someone before the PCs would have tried basic divinations such as *find the path* already (and catalogued the results of their attempts), so it wouldn't also be hard to find. If you do use this plot device, it is a good idea to introduce it early as the result of the PCs' research. Finding old notes from a previous explorer who determined that a place must be protected against divinations right at the outset helps cement the fact as a fundamental part of the initial challenge, rather than seeming like a desperate cop-out added later as a counter to something unexpected the PCs did.

Legend Lore: *Legend lore* costs 250 gp to cast, so the PCs probably won't cast it frivolously. They are likely looking for some interesting information about a person, place, or thing (here, thing means an object that can be at hand, not a conceptual thing like love or a specific mystery). Even if the target is at hand, casting the spell still takes up to 40 minutes. Without the subject, the spell takes a long time to cast—up to 12 weeks if working from rumors. Remember that not everything is legendary. Recognize that 11th-level characters often use or deal with things that would usually count as legendary; mythic creatures likely count as well, even if they have a low CR.

Depending on the PCs' previous access to the target, they might get vague results that lead them to somewhat better information about the target (if they know only rumors), incomplete and unspecific lore (if they started with detailed information), or legends about the target (if they have the target at hand). The kinds of legends aren't specified; they can come from all over. Legends are generally told verbally, so text is an easy format for conveying the results to your players. But legends can be anything, so unleash your creativity. Some legends might contradict one another, particularly if the PCs

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don't have the target at hand, and legends are rarely conclusive. Particularly if the object is at hand, be sure to give some useful or at least interesting information that enhances the experience, rather than just a rambling story that reveals nothing. Since the spell might reveal legends that were never generally known, it is an excellent opportunity to provide PCs with cool or useful information that goes above and beyond what they might expect if you want to advance the narrative more quickly or give them some more clues. Everything in the spell works at your pace.

Locate Creature: This spell has many of the same problems as *locate object*, although running water blocks it rather than lead (the spell still helps in cities with canals, though). For this spell, a kind of creature is distinct from a type of creature. For instance, an orc is a kind of creature, while a humanoid is a type of creature. Remember that the caster must have seen that kind of creature up close. A specific creature must be known to the caster; this terminology is less-defined compared to other locating spells. Consider it synonymous with the "with which you are familiar" clause of the *sending* spell. A creature is known to the caster only if the caster has met the creature in person and recognizes it on sight.

Prying Eyes: This spell and its greater version work in much the same way—the only difference with the greater version is that the eyes can see extremely well with *true seeing* and a respectable Perception total skill bonus. Focusing on the commonalities, this spell is useful in much different situations than *arcane eye*, but situations that are more common in games using intrigue. The spell doesn't work well in a dungeon, but with its 1-mile radius, hour-per-level duration, and numerous eyes, it can tell the caster basically everything that is going on in a small community—without the caster having to concentrate. The main vulnerability of *prying eyes* is that it produces sensors that are both semitangible and visible and have only a +16 total skill bonus on Stealth checks. That means that opponents of a similar level to the caster are likely to see the eyes and could destroy them easily. Remember that an eye's destruction is interesting knowledge that a savvy PC can keep in mind. If that sweet and foppish nobleman somehow noticed the eye, chances are he is more than he seems, or at least that he has bodyguards with keen vision.

The spell says that an eye sent into the darkness could hit an obstacle and be destroyed. This should only happen if the caster tells the eyes to act recklessly, such as if he commands them to travel so far in so short a time that they have to fly at full speed, rather than slowly traveling in the dark. As the spell mentions, when an eye is destroyed, the caster is aware of the destruction, but can never be sure how it happened, which can lead to interesting speculation and more investigations. If the eyes are doing general scouting, be sure to think of some amusing anecdotes of things the eyes saw, potentially showing another side of an NPC by relaying information that isn't crucial to the plot. This serves many purposes. First of all, it gives the caster a strong sense that the spell is effective, and it helps her feel like a powerful diviner whose spells provide lots of information. Second, it adds depth to the game world and helps change the mood a bit or relieve tension, particularly if it is humorous. Finally, and most importantly, it serves as a smoke screen if you decide to put in extra clues that the caster wasn't necessarily trying to find. For example, if you often have the eyes report interesting extra tidbits, you could slip in a small bit about a certain woman hiding her silverware, and at first it will seem like just another peculiarity, perhaps to protect her valuables from thieves. If you never describe anything from the eyes except for plot-crucial information, the PCs are very likely to immediately jump to investigating the woman (who you were hoping to slowly reveal had just been infected with lycanthropy).

Scrying: The most important thing to remember about *scrying* is that it must scry a creature. It is not able to scry a location. Erroneously allowing the spell to scry a location is a common mistake. The caster needs to buy a reusable 1,000 gp mirror and then spend an hour to see and hear a small area around a creature (only 10 feet in all directions, but with magically enhanced senses for vision). This lasts for 1 minute per level, and the sensor moves with the creature with a 150-foot speed. Creatures are able to notice *scrying*'s effect as they would with other scrying sensors, requiring a successful DC 24 Perception check. There's good news for the target, however. First of all, those observed targets can automatically detect (and possibly uncover the source of) the spell via the 24-hour-duration *detect scrying* spell (see page 158). Even without that spell at their disposal, the target receives a Will saving throw and spell resistance (if applicable) to avoid the attempt (and a failed attempt prevents another from that caster for 24 hours). Not only that, unless the target and caster have met before, chances are that the target also gains at least a +3 bonus on the saving throw (from secondhand knowledge and a picture, which is the best the PCs can usually hope to have). *Scrying* can be enormously useful for a spy, if the circumstances all align well for the scryer, but it isn't particularly useful on its own for a potential *teleport*. The 10-foot-radius visual requires the target to move in order to provide a clear idea of the layout of the destination, and the spell doesn't directly indicate the location. The PCs must use contextual clues to figure this out, unless they already know where the target is.

Stone Tell: This one is similar enough in nature to *speak with animals* and *speak with plants* that much of the same advice is applicable for you to apply. Play up the stones's different way of thinking, including how they view the world and events on a much longer timescale than most living beings.

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Enchantments

In mid-level play, enchantments become more versatile, affecting more creature types, and *dominate* spells also come into play.

Dominate Person: Unlike *suggestion*, this spell gives the caster total control over another character, and the demands don't need to be reasonable. The one saving grace in a game that employs intrigue is that the Sense Motive DC to detect the effect is only 15, so someone is very likely to notice it. Still, the effect is quite powerful, and it can potentially ruin a player's time if her character becomes dominated, or it can ruin a plot if players dominate a vital NPC. The spell even allows a caster to use the dominated creature as a spy and see through its eyes, though again, the low DC of the Sense Motive check means that there are usually better ways to do so. In addition to other means of protecting against compulsions, *dominate person* has two special escape clauses.

First, the creature never takes obviously self-destructive actions. The spell doesn't mention whether this means only bodily harm, but there are many sorts of destruction beyond the physical. For instance, a command to make a king announce something that will obviously irreparably destroy his reputation and tear his kingdom apart likely counts. Even if something isn't obviously self-destructive, each time a command forces the dominated person to take actions against his nature, he receives another saving throw with a +2 bonus. It's up to you to determine how often to give these new saving throws if orders result in many successive acts against a character's nature, but be fair in applying them at the same rate for both PCs and NPCs. Since being dominated can be highly frustrating for PCs, you can consider choosing a particularly fast rate in applying these new saving throws in both cases, though be sure to let the PCs know about this if it looks like they can use a dominate effect before the NPCs do. The advice here also applies to *dominate monster*.

High-Level Play (13+)

The most reliable spells for finding out information arrive at higher levels, and are 7th level or higher.

Abjuration

At least one noteworthy abjuration spell becomes available at 15th level, with far-reaching effects.

Mind Blank: The 8th-level spell *mind blank* is a powerful and versatile protection spell that becomes ubiquitous at high levels. Spells such as *discern location* can make people easy to find in high-level play, so a credible villain whose identity the PCs know should have *mind blank* cast on himself at all times. If the villain absolutely can't employ a spellcaster with this spell, consider having him join forces with a hag coven (which can offer unlimited castings of *mind blank* spells each day) or equipping him with a *headband of sealed thoughts* (*Pathfinder RPG Mythic Adventures* 152).

The PCs are likely starting to cast *mind blank* as much as possible at this level as well, so the villains should put in at least as much effort. Obviously, the villain won't be able to keep all his allies and staff under *mind blank*, which provides plenty of opportunities for clever PCs to exploit. For instance, though scrying on a nearby ally of the villain still doesn't reveal the villain protected by *mind blank*, PCs might be able to notice a one-sided conversation that indicates that someone with *mind blank* is present.

It all comes down to the villain mustering a defense that is reasonable given his resources, and allowing the PCs to find a clever way to circumvent those defenses. No defense in the world is perfect. For instance, even if a villain somehow convinced a coven of hags to act as a source of *mind blank* for his entire network of allies, the hags become a new vulnerability. The PCs can capture one of the villain's agents, discover information about the hags, and then eliminate the hags or scout out their coven's domain in an attempt to ambush the villain on his way to reestablishing his *mind blank*.

Divinations

Divinations in high-level play tend to be incredibly powerful, with only *mind blank* offering protection.

Discern Location: This spell lacks the mitigations common to lower-level locating spells. Unless you have a deity willing to cooperate, the only protection from *discern location* is *mind blank*. Because not everyone can be under *mind blank* all the time, *discern location* is incredibly useful, allowing the PCs to get close to a target protected by *mind blank* as long as he has allies or interacts with other people—almost a certainty in an intrigue-focused game. The spell becomes well known by most NPCs, and even threatening to use *discern location* can be a powerful tactic.

Greater Scrying: This is mostly the same as its lesser version, but the timing is vastly different. It takes only a single standard action to cast, and can last the better part of a day. The long duration gives the caster a much greater chance of following the target to a place about which the caster knows the exact layout and precise location. On the other hand, by this level, *detect scrying* becomes easier to cast, many creatures can see invisible spies, and *mind blank* may shield targets.

Vision: Compared to *legend lore*, *vision* takes much less time to cast, causes fatigue, and requires a caster level check to succeed. Stylistically, the big difference is that the caster sees a single vision rather than hearing information from numerous legends. The character also gets to ask a particular question to narrow the scope of the spell, so that one vision is likely to be related to a topic about which the character really wants to know. For a *vision* spell, put some good thought into exactly what the PC sees, and try to describe it as vividly as possible with plenty of visual details. You can tailor the vision to

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show the most-interesting visual snippet related to the question the PC asked. By describing what the PC sees as if she were there, you make the spell an experience rather than a simple information dump. The PC must still interpret what she saw. You may even wish to take the spellcaster's player to another room and describe the vision, then let her return to describe and interpret what her spell revealed to the rest of the party. Sometimes the caster will focus on one of the visual details when another was an even greater clue, which she only discovers later on in an exciting moment of revelation.

EXAMPLE

The following detailed example puts some of the above advice into practice, using two of the most difficult spells to adjudicate, *divination* and *vision*. The GM in this example provides different sets of clues to her players with each spell that help point them toward the mystery's solution only when examined together.

The Story

Long ago, a powerful hag led a wicked coven that sought to destroy the kingdom of Gaheris. Seeking to turn enemies into allies, the king of Gaheris convinced the two weaker sisters to break their coven and betray their leader. In exchange, he used magic to reincarnate them into humans and married them to two of his most powerful dukes. The hags sealed their elder sister in her shack and burned her alive, only to see her to rise as a powerful witchfire (*Pathfinder RPG Bestiary 2* 284). After weeks of pitched battle with the undead hag that ranged all across the kingdom, the two sisters trapped the witchfire on the other side of a thick wall in the royal mausoleum, and warded it to contain incorporeal entities, believing they had sealed away the menace forever.

Centuries later, a tomb robber accidentally chipped a hole in the wall, allowing the trapped witchfire to escape. Now consumed with revenge, the enraged undead creature seeks out any of her treacherous sisters' descendants. Given the interbreeding common among the nobility, this includes much of Gaheris's current nobility. Given her original goal of destroying the kingdom, that suits the witchfire just fine. Using ritual magic born of hatred and well beyond a witchfire's normal abilities, she called back the souls of her sisters and bound them into black sapphires, allowing her to gain all the powers of a coven and more. Then, she returned to a cave near her old burned-down hut in the swamp and began to enact her vengeance, using mind-controlled minions to burn her targets alive.

The PCs receive a plea from the current king of Gaheris, asking them to investigate the cause of the streak of arson, which has been targeting members of his family. Kyra casts *divination* with the goal of solving the arsons and Ezren casts *vision*, hoping to learn about the true source of the arsons.

Divination Poem

The GM composes a poem for Kyra to represent the information imparted to her by her deity.

The flame of passion, that which brightest burns,
Of love and hatred treasured or betrayed,
We chip away at every wall in turns,
Not thwarted is the payment, just delayed.
In blackened yawn near the first hungry pyre,
Twin sleepers lie, once foul but later fair,
Dark beauty gleams the prisons two to break,
No loyalty, no love except to take.

Interpretation: When read aloud, the first line of the poem contains a homophone of the word "witch." The verse references the witchfire's escape when the wall of the tomb was chipped away. The witchfire's vengeance, or payment as the poem describes it, has just been delayed. The cave mouth is a blackened yawn, and the "first" pyre is the one where the hag was burned, though the PCs might go to the first arson as a red herring before they realize this, except perhaps by using additional clues from Ezren's *vision* below. The twin sleepers in prisons of dark beauty are the sisters' souls trapped in black sapphires; freeing them from their magical prisons would weaken the witchfire substantially. The final line hints at the story of betrayal between the sisters, and of how the witchfire only gained their cooperation by taking it forcefully.

Vision

The GM writes a descriptive vision for Ezren.

Flames engulf everything around you. You're in a simple wooden hut that looks out over a swamp onto a great cypress tree in the distance. You see two silhouettes outside, and the front door seems barricaded. Your vision blurs from the smoke and moves violently toward that entrance, as if you were attempting to smash it down—a futile effort. At the edges of your vision, you see countless objects bursting into flames, and you can barely make out strange spices, straw dolls, and what appears to be an eyeball in a bowl of water. Then there is nothing but flame. Your view shifts toward the floor, as your charred hand, with long fingernails, bashes over and over against the floor of the hut. But the effort was too late, and your hand stops moving, as the inferno rises once more, consuming everything.

You shake yourself from the vision and find yourself fatigued, your breathing and heart rate still elevated from the horrible desperation of the burning hut.

Interpretation: The true source of the arsons, when it comes down to it, is the original killing of the coven leader, who became a witchfire. The *vision* provides numerous clues to some of the elements of the story, but the most striking one might be the distinctive great cypress tree. With some further research, Ezren might be able to locate it, allowing him to find the hut's remains, which are also near the cave where the witchfire placed the door to her new demesne.

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4 Social Combat

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Quite amusing, old boy."

The lord sipped at his wine. "Boxing with an elemental? Positively thrilling, that. Would have thought she'd be an icicle minutes ago. But she's got a bear of a right hook."

The two nobles laughed and toasted each other. The one who'd spoken turned back to the man at the window. "I'm terribly sorry, but what did you say your name was?"

"I didn't." The stranger turned his back on them. Outside, the elemental's jaw cracked with a sound like shearing stone. Yet not even Kess could keep this up forever.

These stupid nobles. They had no respect for the powers they were unleashing in their petty squabbles. But they'd learn some.

He gave Kess the signal. Outside, Kess nodded wearily, then leapt for the window. Glass shattered...

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Social Conflicts

The Pathfinder RPG is often played as a game of high adventure, where heroes brave wildernesses, monsters, dungeons, and other dangers to gain experience and treasure. Often cities and societies simply serve as backdrops—places to rest and go shopping, use workshops or laboratories, and maybe hunt a cruel monster or dangerous cult in the labyrinthine sewers below. However, with a slight change of perspective, Game Masters can introduce social conflicts into their adventures. These unique encounters can spice up your game by presenting players with different kinds of stakes, rewards, and consequences than those found in conflicts involving brute force.

For example, while selling plundered artifacts in a city, the PCs might discover a local tough is extorting tribute from dock-side businesses. After confronting the extortionist and driving him out of the neighborhood, they find he was working for a "businessman" who, aside from his legitimate trade, controls a network of criminals. These practices have made him rich, and given him enough capital to contribute a number of civic works to key areas of the city, which in turn has made him a leading candidate for alderman. While engaging in a campaign of whispers to foil the election, the PCs learn of a society of political reformers that wishes to pressure the mayor into dissolving the current council and holding new elections. While the society seems harmless at first, it's actually a cover for a group of foreign spies paving the way for a major attack on the city. What are the PCs to do?

Social conflicts like those described above aren't always devoid of combat—often they erupt into violence. But unlike ordinary combats, which frequently unfold in remote areas beyond the reach of the law, social conflicts take place in settlements where peace is enforced and wanton violence creates instability and threatens ordinary citizens. Social conflicts deal with the subtlety, charm, and ingenuity used to gain commodities, prestige, or power.

The following section offers advice on how to create and run social conflicts in your games, including suggestions on how player characters can become embroiled in such conflicts. You'll also find a new event-based structure for adventure design, in which the PCs' actions lead to consequences will either determine the next event in a social conflict or modify future events. The section closes out with advice on designing social conflict events, giving you all the tools necessary to run a social conflict adventure arc, or even an entire campaign.

PACING

Before designing a social conflict for your campaign, you should determine its pace. There are two main types of pacing that can help introduce social conflict into your game: episodic and serialized. Each has its own strengths and challenges outlined below.

Episodic Pacing

When you're running a game with episodic pacing, you inject minor incidents of social conflict into the normal course of exploration and adventure. This typically requires you to introduce a minor social conflict or two when the PCs enter a settlement or come into contact with some other social unit. This type of pacing works best when these small-scale social conflicts are interspersed within the framework of a larger social conflict, which itself may be part of an even larger story arc in a campaign utilizing serialized pacing (see below).

One of the benefits of episodic pacing is that you only have to create a few events and their consequences at a time, and you can often postpone unveiling these incidents' long-term consequences. This gives you time to consider future plot points that you might want to introduce later. The downside of episodic pacing is that when players encounter later consequences, they sometimes forget these minor incidents and need to be reminded about them.

To illustrate episodic pacing, let's elaborate on the example in this section's introduction. After plundering some local ruins, the PCs return to town to sell their discoveries and celebrate their victories. With nearly every visit to the various shops and business, they hear the same story: a ruthless tough is coercing protection money from local businesses. The PCs can either ignore the plight of the local entrepreneurs or confront the extortionist.

Ignoring the situation causes the extortion to go unchecked, creating higher prices for the PCs the next time they return to the city to purchase supplies. They may even find a business or two closed on return trips, their owners squeezed out by the extortion racket. Confronting the criminal could involve some reconnoitering or an ambush, followed by a chase though the back alleys of the city, and eventually a confrontation in which the PCs thrash the miscreant and warn him that the neighborhood businesses are now under their protection. But this victory lasts only as long as the PCs stay in the city. As soon as they go off to delve into ruins or gallivant on other far-flung adventures, the extortionist or his replacement returns with more muscle and support from his patron: the local thieves' guild. When the PCs return to the city, they might find things have only gotten worse, and that the thieves' guild is keen to teach the adventurers a lesson.

Such back-and-forths can go on between the PCs' traditional adventures or until the PCs decide to put their full concentration toward the problems plaguing their friends in the city, at which point the pacing may become more serialized.

Serialized Pacing

With serialized pacing, a large number of events quickly flow into one another. Sometimes the structure of events is immediately altered due to the consequences of previous events. Other times, consequences determine the events that the PCs participate in next. Use serialized pacing

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when social conflict is the main thrust of a campaign or a campaign arc. Running social conflicts with a serialized structure is more difficult because events must be modified or generated on the fly with more frequency due to PC actions.

To illustrate serialized pacing, let's imagine the PCs discover a strange troublemaker has been instigating orc raids on the borders of a duchy. Soon after, the PCs encounter a mob intent on taking revenge on a local half-orc couple in a misguided attempt to enact retribution for the raids. Stepping in and saving the couple, the PCs soon find themselves in conflict with the supporters of a silver-tongued new vizier in the duke's court who has been advising the ruler to rid himself of troublesome non-humans, as well as advocating other policies of human supremacy.

Circumstances point to a connection between this new vizier and the strange troublemaker on the frontier, and they might even be the same person. This leads the PCs to all manner of events, balls, and political meetings to gain more information about the vizier, her history, and how she gained her current support. During the course of these investigations, they run afoul of more of the vizier's supporters. With each conflict and bit of information, they uncover the vizier's true connection to the raids and their purpose. She aims to discredit the local barons, centralize control over the duchy, and dominate the duke. Eventually, the PCs have the chance to expose the vizier's secret agenda to the populace during a final showdown: a verbal duel wherein the vizier attempts to discredit the PCs' evidence.

In this example of serialized pacing, nearly the entire story revolves around the social conflict at hand, with each event leading to another in a complex web of intrigue.

Stakes and Contenders

Once the pacing of the adventure has been chosen, the next step is to determine the stakes and the contenders of the social conflict, or at least those at the opening of the conflict. The stakes are the core of a social conflict—the prize for which the contenders strive. Social conflicts are often struggles for control of economy, prestige, or political power. The contenders are those individuals or groups struggling to win or achieve the stakes.

Consider the extortion example. At least one group of wealthy adventurers is spreading newfound wealth in town, and local businesses are flush with cash. The local thieves' guild takes notice, and decides to exact a toll in the way it knows best: extortion and larceny. Each side is fighting over its own economic interest. The stakes are economic in nature, and the contenders are the business owners and the extortionist.

In the example of the evil vizier, the stakes are political power. Because the duke holds a hereditary position, and must answer to barons, the vizier's plan is to dissolve the power of the barons and mesmerize the duke into compliance. The vizier and her agents, the duke (whether he knows it or not), and the barons are all contenders for the stakes.

When the stakes are prestige, that can mean anything from helping an ally gain a political position (and the

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opportunity to contend for political power), winning a game at the local fair, or being granted the honor of becoming a favored musician at court.

You'll notice that in the examples above, the PCs are not considered contenders for the stakes. In many social conflicts, the PCs are outside agents who side with one contender or another, typically based on ethical grounds. The PCs may have no control of the stakes by the end of a social conflict arc, but they have made sure that the stakes are in the right hands.

This doesn't always have to be the case. You could run a campaign focused on politics, presenting a situation in which the PCs work for a merchant or noble family. In a higher-level campaign, the PCs might take over or build a small fortress on the borders of civilization, forcing them to negotiate disputes over logging and mining rights or get in the middle of a group of human landowners and a gnoll tribe, with each party seeking to defend its economic rights, titles, and lands. In most campaigns, the PCs serve as agents for their favored contenders, and often motivate or even control how that faction pursues its goals.

As a serialized or even an episodic social conflict matures, the stakes and contenders can expand. Contenders themselves can even become the stakes.

Let's return to the extortion example. The PCs run off the tough, who—being the head of one of the city's thieves' guilds—controls the criminals up and down the docks. He supplements other lucrative trades with so-called protectors—local hoodlums whom neighborhoods must pay for "protection," supposedly from robbers. When one of his agents is chased away, the tough must find a way for his organization to reclaim its economic and political power, not only to save face with the other guilds, but also to keep other criminals out of the lucrative territory. The little extortion fiefdom becomes one of the stakes itself, and the PCs might fight to keep the racket out while the vexed crime lord ponders the economic feasibility of launching an all-out war on the PCs.

While social conflicts with serialized pacing are a good way to add intrigue to your game, they can quickly become a maze of stakes and contenders. In such cases, it's helpful to record the various stakes and contenders to keep all the details straight. You won't need to pick up every dangling thread in your weave of characters and varied agendas, but if you're able to produce the perfect threat or call-back from multiple sessions ago, it'll look like you had it planned all the time.

Measuring the Stakes

When the stakes of a conflict are no more than a plot device, it's okay for them to be somewhat nebulous. Other times, the stakes are concrete, and you'll want a precise way to measure them. For this purpose, you can use the rules for gaining capital in the downtime system (*Pathfinder RPG Ultimate Campaign* 77) or the influence system for organizations found on pages 109–117 of this book.

EVENTS

Events are the stage for each step of a social conflict. An event is a lot like an encounter, but instead of detailing a location and its inhabitants, it describes a scene that either provides a method of discovering some aspect of a social conflict or frames a social conflict challenge. A social conflict often becomes more complex because of the PCs' actions, which either cause or affect future events. There are two main types of social conflict events: discovery events, where the PCs have the opportunity to learn more about the nature and particulars of the social conflict, and challenge events, where the PCs must face some challenge related to the social conflict. Even though it's generally helpful to make the distinction between discovery or challenge events, sometimes a social conflict event has attributes of both types. These mixed events are especially common in more complex social conflicts.

Because events can take on many forms, each of the following sections also present options for using discovery and challenge events with subsystems from this book and other sources.

Discovery Events

Discovery events typically introduce or advance a social conflict story by giving the PCs the opportunity to learn information about the conflict. The success of these events might hinge on the PCs' ability to perceive or otherwise uncover certain clues.

Accomplishing this can be as easy as listening to an old-timer sitting by the tavern fire as he relates stories about strange disappearances down by the docks, or talking to a group of halflings who beseech the PCs for help in their efforts to gain voting rights. Discovery events are typically roleplaying encounters during which the PCs can learn the nature—or at least the partial nature—of the conflict and make a decision about whether to become involved. Other times, the nature and depth of the discovery might require the PCs to use certain skills or other abilities.

Discovery events usually lean heavily on the use of Diplomacy, Intimidate, Sense Motive, and various Knowledge skills. When outlining a discovery event, it is best to come up with a baseline of knowledge that you want the event to impart; this could be the bare minimum of what the PCs need to learn from the event in order to trigger one of its consequences. This knowledge could contain misinformation or faulty assumptions—elements of the story you can later twist to create more interesting and dynamic social conflicts.

For instance, consider the halflings beseeching the PCs for help to gain voting rights. If the PCs take what the halflings say at face value, they may think this is merely a case of blatant injustice at work, but success at some difficult Sense Motive checks may lead the PCs to suspect there's something more to the tale. Then, succeeding at another difficult Knowledge (local) check might reveal that one of the reasons the halflings don't have the right

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to vote is because they are considered a nation of their own to the kingdom and don't have to pay the royal taxes. Questioning the halflings further could reveal that they want to be able to vote, but would still like to avoid paying the royal taxes.

Sometimes discovery events can involve challenges in order to gain the information. A discovery might involve tracking down obscure knowledge (using the research rules on pages 148–153), running down someone who has the information (using the pursuit rules on pages 142–147), performing a heist for the information (using the heist rules on pages 118–129), or even entering a social engagement to figure out how much the PCs are able to uncover (using the *Pathfinder RPG Social Combat Deck*, roleplaying the challenge, or using one of the challenge types detailed later in this section). Often these are mixed events with an emphasis on discovery. On rare occasions, this type of event might lead to combat. For example, the PCs have been tasked with apprehending a missive carried by a local courtesan, and run into trouble when they find out she's not only very capable of defending the missive on her own but also has hired a few sellswords to waylay the PCs once they make their move. While verbal duels (see pages 176–181) are a perfect fit for a challenge in a social conflict, from time to time consider using either a spell duel (*Ultimate Magic* 99–100), a physical duel (*Ultimate Combat* 150–152), or a psychic duel (*Occult Adventures* 202–205) to add some action to discovery encounters. Spell duels and physical duels can distribute information by way of secret messages or witty banter. Psychic duels can distribute information in a more direct (if somewhat enigmatic) form since the binary mindscapes of such bouts allow the duelists to access parts of their opponents' minds; by reading an opponent's mental mask and watching for strange metaphors in that opponent's attack forms, a duelist can possibly learn more about her opponent.

When creating a discovery event, it's important to compare any assumptions you've made about the event to the capabilities of the PCs and even those of the contenders. There is nothing like a well-played divination spell to foil your assumptions about how an event is going to transpire. Use the guidelines and advice presented in the Spells of Intrigue section on pages 154–163 to aid in such troubleshooting.

Ultimately, the consequences for discovery events should depend on how much the PCs found out and how they respond to the knowledge. These consequences should also take the stakes into account and how contenders might react to the knowledge that the PCs are involved or snooping around. Outstanding successes at discovery challenges should affect the PCs' ability to navigate challenge events in a positive way, while terrible failures may mean the PCs misconstrue the scope of the challenge, overlook some aspect of it, or follow up bad leads.

Challenge Events

Challenge events allow the PCs a chance to affect or even disrupt the balance of power in social conflicts. Unlike in discovery encounters, where the goal is often to reconnoiter the particulars of the social landscape, in challenge encounters, the PCs take a shot at changing that landscape.

When designing a challenge event, consider the stakes for all contenders, the nature of current competition for the parties involved, and the group with which the PCs are allied. By the end of a challenge event, the PCs should have the opportunity to alter or raise the conflict's stakes. Generally, if the PCs succeed, their allied contenders keep control of the stakes or gain a significant share of them, whereas if the PCs fail, their enemies keep control of the stakes or gain ground toward attaining them.

In these types of events, the PCs confront a series of challenges, their successes or failures yield consequences that either lead to or modify future social conflict events. The Pathfinder Roleplaying Game has a number of subsystems and tools designed to help you create noncombat or combat-light challenges to use in social-based encounters. Additionally, some guidelines for creating more freeform social challenges are presented later in this section.

For example, let's continue with the struggle to gain voting rights for the halflings of the city. The halflings want an increased share of political power for elections, but they also want to keep their tax-exempt status. The other contenders—legislators who currently control the local politics—would like to keep the status quo since they fear what an influx of halfling voters would do to the political landscape. The PCs, allied

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with the halflings, come up with a plan to either convince or strong-arm local politicians to work with the halflings. With the *Social Combat Deck*, the individual influence system (see pages 102–109), a verbal duel (see pages 176–189), or the freeform events detailed later in this section, you can create a challenge event during which the PCs help the halflings by trying to sway the politicians into supporting the halflings' bid to vote while allowing them to keep their tax exempt status (maybe in return for backing a particular candidate).

The PCs then make the rounds negotiating with the city's various politicians. The consequences of the challenge are based on the accumulation of victories against the various politicians, and since each politician has a different personality, the key to success is different for each of them. One might cow quickly to physical threats and intimidation, while another politician might be corrupt and susceptible to bribes. One politician might be particularly steadfast in his stance, and can only be swayed if the PCs decide to get dirty and blackmail or threaten the politician's loved ones. This particular example is the perfect opportunity to use the individual influence system, but each of these interactions could be a different challenge using the *Social Combat Deck*, or you could create a freeform event instead.

Keep in mind that social challenges should be more active and engaging than a jumble of skill checks and actions. Consider making a social challenge more interesting by punctuating it with a chase (using the chase rules on pages 232–233 of the *Pathfinder RPG GameMastery Guide* or either *Pathfinder Cards: Chase Cards* or its sequel, *Chase Cards 2: Hot Pursuit*), a pursuit, or a heist. In higher-level games, challenge events may be even more complex, with the PCs using the kingdom-building rules (*Ultimate Campaign* 198–233), or even the mass combat system (*Ultimate Campaign* 234–251) when diplomacy fails.

Lastly, while social conflict is an attempt to avoid physical conflict and strife, there are times when the PCs will have to engage in combat to resolve a social conflict. Maybe after failing to negotiate with the rebels, the PCs must attempt to subdue and stop them from committing acts of violence against the community. It could be that while attempting to gain favor with a band of hot-headed noble scions, the PCs don't realize they've slighted them and inadvertently inflame the young aristocrats' ire. In this latter case, a good nonlethal thrashing might regain the rash blowhards' respect. As a general guideline, resorting to combat in order to gain successes in social conflict is a last resort that usually stems from a failure at some point earlier in the chain of events. Even in these cases, try to present opportunities to bring flair to the battlefield, perhaps by employing dramatic environments (like rooftop battles or dawn duels), enemies with colorful abilities (like a bard's stinging oratory or a swashbuckler's panache), or hazards that could change the course of combat (like a precariously hung chandelier or toppling pillars).

Event Consequences

Whether you're running a discovery or a challenge event, you should strive to make the consequences of both success and failure dependent on how the PCs solved the challenge. While some challenge events or straightforward discovery events may have direct and obvious consequences, more complex challenge can result in degrees of success or failure.

If the PCs overcome a challenge, they may experience either a success or a critical success. Winning the verbal duel that is the focus of a challenge event might be a success, but you can also add contingencies to define what constitutes a critical success. If the PC who engaged in the duel won, and her allies were able to seed all the biases in her favor, that might be a critical success. For instance, if a PC verbally duels one of the politicians fighting against halfling suffrage in a public debate, a critical success might mean the politician not only throws in with the halflings' cause, but also changes public opinion of the debate in a crucial way, which could lower the DC of challenges made against those the PCs attempt to sway in the future.

On the other hand, failure might mean a temporary setback when it comes to attaining the stakes, whereas a critical failure would signify a dramatic loss that could be a detriment to the PCs well into the future. Taking the same example as above, if the PCs fail to sway the politician and the crowd in a verbal duel about halfling suffrage, that could simply mean heroes must sway another politician to champion the halfling cause. But if the politician soundly defeats the debating PC, that could mean she automatically sways another politician or two away from the PCs' side, causing the PCs to take a penalty on checks involving other politicians,. This would be a critical failure for the PCs.

Freeform Events

While you could use the *Social Combat Deck* or many of the existing tools in the Pathfinder RPG to run social conflict events, eventually you'll want to shape the PCs' encounters around a story you have created or around some unanticipated consequence of the PCs' past actions. When planning such encounters, you may want to create freeform events that give players a more active role in developing the ongoing story. Since social conflict events are less predictable than combat encounters, the following tools and guidelines can help you ad-lib when your players do something out of the ordinary.

Creating Actions and Goals

Each freeform event you create should have a number of actions the PCs can take to achieve their goals. It's always better to create more actions and goals than you might need, and to have a variety of them, so multiple characters can participate in the event. Often these goals will revolve around a check or taking a specific action.

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Social Initiative

When you're running a freeform challenge where wits and charm are more effective than quick reflexes, it might become important to determine the order in which different characters (both PCs and NPCs) perform their actions. In such cases, consider having each character roll a social initiative check. Rather than being Dexterity-based, a social initiative check is Charisma-based, though all other standard methods for increasing initiative (such as the Improved Initiative feat) still apply.

Freeform Checks

While the players will usually be using the standard DCs for various skill checks found in the Pathfinder RPG rules, sometimes you'll want them to attempt skill checks for purposes not defined in the rules, but that fit within the scope of the challenge events they're engaged in. In such cases, Table 4–1: Freeform Check DCs by Level provides some suggested benchmarks for these freeform checks.

Table 4–1: Freeform Check DCs by Level

Level	Easy Check DC	Medium Check DC	Hard Check DC
1	12	17	22
2	14	19	23
3	15	21	26
4	16	22	28
5	17	23	29
6	18	24	30
7	19	25	31
8	20	26	33
9	21	27	34
10	22	28	39
11	23	29	41
12	24	30	43
13	25	31	44
14	26	32	45
15	27	33	47
16	28	34	48
17	29	35	50
18	30	36	51
19	31	37	52
20	32	38	54

The low values on the table above are designed as target DCs for checks that are relatively easy for PCs to complete at the listed levels. They are also typically appropriate when multiple party members might have to all succeed at the check to constitute a success, or when a character who isn't an expert at something is forced to fill in for a particular role. The DC generally provides a 50% chance of success for a character trained in the skill but otherwise ill-suited to the task and possessing no other advantages (such as tools, spells, or magic), or vice versa (someone barely trained with plenty of other advantages). Medium values represent challenges that a single, relatively skilled adventurer should be able to overcome without assistance, but not without some risk. Hard values are appropriate for masters at particular skills, for those who possess numerous advantages with certain skills, or for checks where a large number of characters are all able to assist a less skilled character.

If the PCs typically rely on inexpensive spells and magic items to apply bonuses on certain skill checks, the DCs on Table 4–1 might be too low for your campaign. You may want to make changes to the listed DCs to account for this (in a campaign where characters on both sides of a social conflict rely strongly on such spells and magic items, the opposition will be using them, too).

Keep in mind that when PCs have invested in maximizing their success with certain skills or roles, they should feel good about those choices. Rather than simply increasing the DCs when selecting advantageous options should have otherwise made them easier—thus effectively punishing the PCs—when you create tasks with those higher DCs, create greater rewards for them as well. Thus, the players' choices grant access to new and exciting possibilities that the characters never could have obtained otherwise (and of course, if the players are apprehensive about attempting the difficult DC, they can abandon this extra prize without experiencing a loss).

Finessing Event Consequences

While most of this section offers tools and suggestions to help GMs create their own social conflict events, the PCs might be able to take an event in a completely unexpected direction, unlike in combat encounters where the actions and consequences are more rigorously determined. Interesting uses of skills, feats, spells, and magic items, not to mention inspired roleplaying, can often create circumstances you never imagined. When this happens, it's better to reward players for their ingenuity instead of discouraging it.

Gauging Success

While designing the challenges and goals of a social conflict, you'll need to decide the means by which you'll measure the PCs' success. Listed below are three different ways to gauge success in social conflict events. Regardless of which means you use to gauge success, you will also need to determine how many successes the PCs must accumulate to achieve their overall goals.

Contest Against Competitors: Perhaps a rival faction opposes the PCs' agenda in the social conflict. In this type of event, the PCs work to best these other factions. The PCs must either damage the reputations of their rivals in order to take them out of the running, or they must find some other way to keep those adversaries from being obstacles to their goals, such as by forming a coalition against an even more dangerous opposing faction. Contests against competitors can be highly satisfying because of the human element of the opposition, but they can also make the social

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conflict significantly more difficult to run, particularly if there are numerous factions. In such contests, you may need to determine the stakes and tenacity of multiple factions, and how many successes will drive each faction out of the running. These numbers should match the scope and pacing you chose for the social conflict. A fast-paced serialized conflict or one expected to last over a longer term calls for higher target numbers, as there are more opportunities to gain successes, while the reverse is true for slower, episodic pacing or shorter-term story arcs.

Goal Collection: In this type of event, overall success is assured as long as the PCs can achieve a benchmark number of goals. However, before that occurs, the characters must deal with adverse conditions that can be removed only by succeeding at the social conflict.

Race Against Time: In this type of event, the PCs must race to achieve as many goals as possible before a certain amount of time elapses. A time limit makes an event more exciting for the players. Make the reason for the time limit something interesting to the PCs and the developing story. The in-game reason for the time limit could be anything from an upcoming election, to an impending invasion, to the public's waning interest in the issue at the heart of the PCs' goals. When determining overall goals in a time-sensitive conflict, you may wish to set multiple thresholds of victory, ordering possible outcomes from best to worst and listing a minimum number of successes for each successively better outcome.

Failing Forward

When designing any type of social conflict event, it's always best to allow the PCs to advance the plot even in the face of a critical failure. Of course, there should be consequences for failure, but that should never be the end the story. In other words, a success moves the PCs toward victory and a failure moves their adversaries toward victory, but you shouldn't plan a result that creates a deadlock and stalls the flow of the action. So long as a defeat doesn't lead to the entire party's death, it likely brings with it a variety of exciting ramifications—sometimes more so than a success might. Feel free to use the PCs' defeats as springboards into new plots and more rewarding future victories.

Social Conflict Events and Advancement

When do social conflict events grant the PCs experience points and treasure? The short answer is whenever you choose. The typical experience point progression in the Pathfinder Roleplaying Game has a baseline assumption that heroic experience increases player characters' personal power and wealth. A combat-driven campaign is balanced with the assumption that the PCs have a set amount of combat resources, and achieving goals slowly whittles down these resources, making success less certain as time goes on. In this baseline mode of advancement, few if any social conflicts grant experience points or wealth; while this style of play can whittle down some of the PCs' resources, it doesn't do so with the regularity of combat encounters. Thus, the rewards for success in social conflict events are either ad hoc or based on the few combat encounters that might be peppered into the story arc. But if you're running a campaign in which social conflict is the main focus, it's prudent to discard this baseline mode, and instead grant the PCs experience points and treasure on a more regular basis.

Some of the treasure the PCs gain during social conflict events could be looted from enemies or found during exploration of the social landscape. Most, however, should be gifts from allied contenders, the rewards for shifts in

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economic stakes, or the culminations of capital gained through bribes, tributes, or even taxes.

The following are some suggestions on how to reward PCs based on the scope and pacing of the social conflict.

Discovery Events: For the most part, discovery events rarely grant the PCs experience points or treasure. More often than not, they instead give the PCs opportunities to gain information about the challenges they will face. Occasionally, though, a discovery event might feature a challenge, and in this case you can give the event a CR. If your social challenges are episodic, the event's CR should be 2 to 4 lower than the average party level (APL) of the PCs, based on how crucial social challenges are to your campaign. If the APL is on the low range, shift the CR to an appropriate fractional value. Deal with treasure in a similar manner. Table 12–5: Treasure Values on page 399 of the *Pathfinder RPG Core Rulebook* lists values based on APL rather than CR; therefore, if you want to award treasure for a low-CR discovery event, use the appropriate values on Table 4–2: Treasure Values for Low-CR Encounters.

Table 4–2: Treasure Values for Low-CR Encounters

	Treasure per Encounter		
CR	**Slow**	**Medium**	**Fast**
1/8	21 gp	33 gp	50 gp
1/6	28 gp	42 gp	65 gp
1/4	43 gp	65 gp	100 gp
1/3	57 gp	88 gp	135 gp
1/2	85 gp	130 gp	200 gp

Challenge Events: Challenge events should nearly always grant experience points and treasure. This is especially true if you're running a serialized social conflict campaign. If a social conflict is the main thrust of a campaign, most challenge events should have a CR close to the APL of the PCs. Just like with combat encounters, particularly taxing challenge events (especially those that might consume the PCs' resources or include the chance for a significant change in the stakes) can be of a higher CR than the APL, but never more than 3 higher. Challenge events should use the normal experience and treasure values whenever the PCs are involved in a combat encounter.

Example Social Conflict: The Taken

The following serialized social conflict serves as an extended example of how to build a satisfying series of encounters and adventures using the guidelines presented throughout this section. Since social conflicts evolve over time in response to the PCs' actions, this example provides a step-by-step description of the conflict's early stages—which could then evolve however you see fit These elements might serve as background between other adventures or the basis for a full-fledged campaign.

Aside from the PCs, this social conflict involves two open contenders: the revolutionaries and the royalists. However, there is also a secret contender: the fey fosterlings.

The Contenders

The revolutionaries are common folk who believe that the nobility of the kingdom are decadent and out of touch with the plight of the commoners. They blame their recent troubles on the nobility's neglect. While these contenders are basically looking to destabilize the royalists and usurp political power, they are decentralized and rarely coordinate well. They want to change or even overthrow the government; though they are by no means united in what they think should happen next. Even among these contenders, there is no consensus of opinion on how to increase the stakes. Some of the revolutionaries want to overthrow the nobility in general. Others want to stop short of their monarch, King Theobard. The latter faction believes it will be sufficient to get the king's attention and have him address the issue, rather than oust him entirely. Even among those who blame the king and want him removed, most still support Princess Annika, and they hope to replace King Theobard with his daughter. A few have dreams of setting up an entirely different, more egalitarian form of government.

The royalists are composed of both the nobility and other citizens loyal to the crown. Unlike the revolutionaries, they have a single leader: King Theobard. The royalists believe the revolutionaries are manufacturing or at least exaggerating the recent troubles for their own political agenda, and many believe they're nothing more than bloodthirsty anarchists wishing to toss out the status quo and loot the riches of the kingdom. The royalists are more powerful and organized than the revolutionaries, but they're slow to react, at least at first, as they dismiss the commoners as a disorganized mob of sheep pushed along by a handful of rabble-rousers. The king and many of the nobles feel that mounting a response is expensive, and a heavy-handed reaction might just stir up unrest elsewhere.

The fey fosterlings are the final contenders, and they're the ones who on the surface appear to be pulling the strings. These fosterlings are fey children who were swapped in the cradle for human children. They appear fully human and magic detects them as being such. The fosterlings are spread throughout the kingdom and communicate clandestinely via animal messengers and the like. Their greatest political asset is the fact that Princess Annika is a fosterling, and the main coordinator of the faction. Given how disorganized the revolutionaries are, it was easy to seed some fosterlings among them, and Annika and her few fellow fosterlings among the nobility can manipulate the royalists with ease. Annika and the fosterlings are not the true power behind their faction, however. A powerful norn has become convinced that fate demands a firmer hand with this kingdom, and she is actually the one pulling the strings—and snipping them if necessary.

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The PCs enter this situation as a fourth faction, capable of shifting the balance between the revolutionaries and the royalists, or even of exposing the true culprits.

Conflict and the Stakes

This particular conflict is one of political power. The royalists have the power, the revolutionaries want it, and the fey seek to ultimately control it no matter who seems to be in charge. Over the course of the social conflict, the PCs will likely become agents of a faction, only to eventually discover the force behind the real political power in the kingdom, and could even work to motivate the revolutionaries and the royalists to join forces and confront the real threat to the political landscape of the kingdom.

Conflict Arc and Early Events

The conflict arc begins with the PCs in a town on the kingdom's outskirts, on the edge of a forest known to be the home of fey. The superstitious villagers purchased charms to ward their homes against the fey, but a fosterling in the village has been exposing the charms to fey magic, causing them to erode faster than usual. With the failing wards, a quickling managed to sneak into the home of a popular local woodsman and whisk away a baby, but not before the parents spotted him. The woodsman and his revolutionary friends blame the nobility for the baby's kidnapping, as the appointed mayor refused to pay to replace the crumbling wards, considering them superstitious nonsense.

Challenge Event: Angry Mob

The PCs notice an angry mob gathering around the mayor's house. These revolutionaries are intent on punishing the mayor for what they perceive as his role in the baby's kidnapping. The mayor's hired guards attempt to forestall the mob. The guards are outnumbered, and they probably have to resort to lethal force to compete with the townsfolk, who aren't pulling any punches. At this point, the PCs can come in on either side of the conflict, either by joining one faction in combat or by attempting to talk down the mob, perhaps with a verbal duel.

Consequences: If the PCs can win a verbal duel against the leader of the revolutionaries, they get the rabble to realize they don't have much proof against the mayor, and there is a real mystery that needs to be solved here. A critical success (beating the revolutionary leader in three or fewer exchanges) settles the mob to such a degree that they realize although the mayor works for the nobility, he cares more for the people than his position and is not the enemy here.

A failure means that the PCs are going to have to physically defend the mayor or let the mob have their way. A critical failure (being defeated in the verbal duel by the rebel leader in 3 or fewer exchanges) brands the PCs as royalist collaborators no matter where the PCs' true sympathies lie.

Whether or not the PCs are able to resolve the event with reason or with force, they will likely move on to one or more discovery events: either investigating the baby's disappearance or learning about the political turmoil in the kingdom, but likely both.

Discovery Event: Scene of the Crime

No matter the turnout of the "Angry Mob" event, the PCs will likely want to investigate the disappearance of the child that sparked the riot—maybe with a bit of detective work taking the form of a goal collection freeform challenge.

Consequences: When the PCs piece together enough clues, evidence shows the child was spirited away by some creature from the woods. If they gain enough successes, they can even determine the abductor was fey, leading them to search the woods for fey involvement. This may allow the PCs to uncover the secret contenders of the conflict, though finding the fey's motivation may prove difficult. This leads directly into the "Hall Under the Hill" challenge event.

Botching the discovery means the disappearance will remain a mystery, at least for now, but the PCs may be able to find other clues of fey involvement later in the social conflict. This likely leads PCs to events that revolve around the conflict between the revolutionaries and the nobility.

Challenge Event: Hall Under The Hill

Chasing after the clues that something or someone in the forest abducted the baby, they follow the trail to a strange hall under a mossy hill. There they find a group of quicklings who have been abducting children from various settlements near to the forest. The quicklings, rather than being knowledgeable of the norn's overall plans, are nothing more than fey mercenaries capturing the babies for a mysterious buyer they meet during full moons among a nearby group of standing stones. They then replace the babies with eerie fosterlings for another fee paid in ancient coins.

Consequences: While the quicklings don't know who pays them (nor do they care), by either defeating the quicklings or bluffing or bribing the information out of them, the PCs can learn that neither the revolutionaries nor the royalists have anything to do with the unusual kidnappings.

Continuing the Conflict

At this point, the PCs have many possible avenues to explore. If they return the woodcutter's baby, they earn the gratitude of the townsfolk, and one of their friendly contacts in town requests that they head to the capital, either to deliver a letter requesting more funds to assist the town (if they ally with the mayor) or helping with a mass protest (if they ally with the revolutionaries). Even if the PCs are making their own path, they still might want to head to the capital if they find out about the potential mass protest. On the other hand, depending on the results of the last event, the PCs could attempt to chase down the quickling's buyer, or even to check on the other entries on the quickling's list.

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Social conflicts branch and diverge quite rapidly and respond to the PCs' choices, which makes it difficult to plan more than an engagement or two ahead without quickly devolving into numerous if-then contingencies. Depending on the PCs' path through a social conflict, they could wind up pulling a heist on the royal treasury (using the heist rules on pages 118–129), attending a gala to gain influence with the upper nobility (using the individual influence rules on pages 102–109), working with Princess Annika for a peaceful solution as she secretly manipulates them to further the fosterling agenda, pursuing a group of kidnapping fey to discover the whereabouts of the buyer (using the pursuit rules on pages 142–147), performing acts of sabotage in an attempt to overthrow the monarchy, researching the connection between the fosterlings (using the research rules on pages 148–153), engaging in a verbal duel with one of the founders of the revolutionaries in front of a crowd of his followers (using the verbal duel rules on pages 176–181), and much more. No matter what the PCs do, the fosterlings try to turn it to their advantage, and if the PCs unearth the fosterlings' existence and launch a shadow war against their adversaries, the fosterlings turn all of their efforts to destroying the PCs and their reputation, preferring to use the other factions as proxies if possible.

Concluding the Conflict

Depending on the PCs' actions, the conflict has many possible endings. In general, however, each faction acts in a certain way as it approaches defeat.

If the royalists approach defeat, they concede the social conflict. The king agrees to abdicate to Princess Annika, which ameliorates enough of the revolutionaries that the truly radical among them lose almost all of their remaining support. These remaining revolutionaries continue to attempt to take down the monarchy, but with far less efficacy, their future actions are likely to be fruitless without aid from the PCs.

If the revolutionaries approach defeat, they concede the social conflict by dissolving, still dissatisfied, but quieted at least for now. The royalists accept this concession and grant pardons to the revolutionaries, other than one of the more radical ringleaders who wanted to overthrow the entire government and watch the nobles burn. This woman refuses the pardon, so she is named as the leader of the revolution and executed.

The fosterlings do not concede the social conflict, even to the point of total ruination. While Princess Annika would prefer to occlude her ties to the fosterlings and allow her lieutenants to quietly back off, the norn commanding all the fosterlings demands they continue to the end. When they are completely defeated, the fosterlings are exposed, both sides informed of their existence, and Princess Annika along with them. If the PCs have a personal connection with the princess, she begs them to protect her against her norn mistress. Once the norn is vanquished, the princess and the fosterlings may need a new place to live. The PCs could then convince the people of the kingdom of the benefits of letting their former infiltrators become loyal citizens.

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Verbal Duels

Sticks and stones may break your bones, but words can crush your spirit. Verbal duels are battles of words rather than swords, in which skilled duelists use facts, wordplay, and rhetorical flourishes against each other to win arguments or sway crowds. This kind of duel typically takes place in front of an audience, but the rules presented below can also be used for private discussions, or even large debates where multiple viewpoints conflict in an arena of opinion.

Many of the following rules assume the duel is between two chief opponents and is conducted in front of onlookers the duelists are attempting to sway—indeed, sometimes a duelist and her allies can improve their odds by discerning the crowd's biases and playing to them. A verbal duel's audience might be an angry mob, the members of a ruling council or senate, the jury during a court proceeding, or socialites at a party—anywhere two characters might best each other with wit and cutting remarks.

Setting the Scene

It is important to set the scene of a verbal duel so the PCs participating in it know what is at stake. Sometimes these conflicts are simple, two-person struggles where each duelist attempts to shut down the other's argument. These can be fun and whimsical affairs—two duelists may engage in an argument about the merits of competing operas or fencing defenses, and the loser has to buy the evening's drinks. Verbal duels can also be nerve-wracking conflicts in which the participants spar over some serious issue, such as a debate in front of a council of war chiefs on the merits of peace or war.

It is also important to determine whether or not the verbal duel involves an audience that can be swayed. For example, if the duel occurs between the captain of the watch and one of the PCs, the PC could be trying to get a mob to attack the tower of a corrupt high priest, while the captain is attempting to convince the crowd to disperse. Crowds often have their own motivations and predilections, and certain tactics during the duel will have a greater or lesser effect on its members, which can affect the results. Determining the nature of such crowd attitudes and how to affect them can sometimes grant a powerful advantage.

Assessing an Audience

A duelist and any of her allies who have at least 10 minutes to interact with the crowd before a verbal duel begins can attempt a check to determine an audience bias (see below). Succeeding at a DC 15 Sense Motive check allows a duelist or one of her allies to learn one of the crowd's biases. Sometimes assessing an audience can have a higher DC if the GM feels the crowd is particularly tight-lipped or their biases are otherwise obscured. Once a character attempts a Sense Motive check to assess an audience's biases, she can't retry that check, even if she has more time to study the audience.

Audience Biases

When a verbal duel features an audience that can be swayed, the GM determines any types of dueling tactics that the audience either favors or disfavors. If a crowd has a negative bias against a particular tactic, duelists take a –2 penalty on the associated skill check when using that tactic. If the audience has a positive bias toward a tactic, duelists gain a +2 bonus on the associated skill check when using that tactic. Some audiences may have even stronger biases, imparting penalties and bonuses that range from –5 to +5.

In cases where a verbal duel has no audience, there are no audience biases to track.

The GM is free to create whatever biases she would like, but each bias should be both reasonable and fit with the attitudes of the audience. A group of hard-minded wizards might have a negative bias toward allegory but applaud logic, while a rowdy group of tavern-goers could have a very positive bias toward mockery but start booing and hissing at logic. A GM does not need to create biases for all tactics, but having a handful of them can make the debate more interesting and flavorful and allow the duelist's allies to help affect the duel by assessing and seeding the audience.

Seeding an Audience

Once she knows one or more of the crowd's biases, a character can attempt to seed the crowd and gain benefits for her side of the verbal duel. A GM may rule that seeding a crowd is impossible or very difficult. For example, seeding a jury in a lawful society may be very difficult, and is probably illegal or even practically impossible. Audiences that can be seeded allow allies of each duelist to urge the argument in other directions.

To attempt to seed an audience, a character must spend at least 10 minutes with members of the crowd before the verbal duel begins, choose one of the audience's biases she knows, and succeed at a Bluff, Diplomacy, or Intimidate check with a DC of at least 15. The GM may rule that the DC is higher due to the ally's lack of familiarity with the crowd or other factors—as high as the duelist's level + 15 or 20 for especially challenging situations.

If the character chose to seed a positive bias and succeeds at the check, the duelist of her choice gains an edge (see page 177) that can be spent when that duelist uses the tactic associated with the positive bias during the verbal duel. If the character fails the check, she can't attempt to seed the same audience again. If the character fails the check by 5 or more, no one can attempt to seed that positive bias again in her duelist's favor.

If the character chose to seed a negative bias and succeeds at the check, the duelist of her choice gains an

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edge that can be spent when that duelist counters the tactic associated with the negative bias. If the character fails the check, she can't attempt to seed the same audience again. If the character fails the check by 5 or more, no one can attempt to seed that negative bias again in her duelist's favor.

Both sides can attempt to seed the audience before the duel begins and can even seed the same biases, but a given duelist can only benefit from a single successful seeding of a particular bias.

Edges

Edges are gained either by seeding a bias, using some trick of a verbal dueling tactic, when an opponent decides to end an exchange, or due to some other effect. A duelist can spend an edge to reroll an associated skill check for a verbal duel tactic. Sometimes you are limited as to when you can spend an edge. For instance, edges gained by seeding positive biases can only be spent when using the tactic associated with that bias.

Gaining Edges From Skill-Modifying Abilities: Only effects and abilities that modify an ability score, modify ranks, or specifically affect a tactic apply directly to the associated skill check in verbal duels. However, effects that increase the modifier of an entire associated skill (not just circumstantial uses of the skill) grant edges instead. For instance, the spell *glibness* neither adds to the associated skill check nor grants edges because it only grants a bonus to some cases in which Bluff can be used, and does not increase the skill's general modifier.

For spells and effects that do apply to a verbal duel, such as a *circlet of persuasion* or Skill Focus, instead of the normal modifiers to skill rolls, they grant a number of edges equal to 1/3 of the total bonus they would otherwise grant. For example, a character with Skill Focus (Diplomacy) and 10 ranks in that skill would gain two edges instead of a +6 bonus. Total up all such bonuses before dividing by 3. All edges gained in this way are limited to the particular tactic associated with the skill.

In many cases, using magic to enhance one's verbal dueling skills is often considered gauche or even illegal. The more official the verbal duel, the more likely the chance magic will be restricted or even banned. This is often particularly true during the course of duels in a legal setting.

DUELING WITH WORDS

Often, how a duel starts and which duelist goes first is determined by the particulars of the scene. For instance, if the dueling PC is the defendant in a court case, she may be on the defensive, being forced to counter in the first exchange after the prosecution opens the duel. A PC trying to elicit the duke's help may open the duel, asking for favor and presenting the case for why granting aid is in the duchy's best interest. A playful battle of wits during a dinner party might start when the party's host chooses a guest to begin the first exchange.

At the start of a verbal duel, each duelist gains a pool of determination. Determination is a mix of personal magnetism, native intelligence, the ability to gauge and

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Optional Rule: Inspired Roleplaying

While not everyone is as good at verbal sparring as their character's statistics indicate, players will often want to roleplay their tactics during a verbal duel. For particularly inspired or heart-felt roleplaying, the GM might award anywhere up to a +2 modifier on a tactic's associated skill check. For brilliant roleplaying during a verbal duel, a GM might award an edge, and that edge can be general or keyed to a particular tactic.

react to an opponent's tactics, and any other mitigating factors pertinent to the duel. As the verbal duel progresses, exchanges take place and the stakes increase. A duelist loses determination equal to the exchange's ante (see page 180) each time she either concedes or loses an exchange. Other factors may also decrease a duelist's determination. When a duelist's determination is reduced to 0 or lower, the verbal duel ends with her defeat.

Determination: A duelist's base determination is the average (rounded down) of her Intelligence, Wisdom, and Charisma modifiers (minimum 0) + her total Hit Dice.

Adjusting Determination: Circumstances and effects might increase this pool of determination points, at the GM's discretion. For instance, for a particular type of verbal duel, it might make sense to use a single ability modifier rather than the average. For a longer verbal duel, especially at low levels, it might make sense to use the highest of a character's three mental ability modifiers or even add two or all three together.

One of the main ways to adjust determination is to consider if one of the characters has a social advantage or disadvantage. While the GM is free to determine the particulars of a character's social advantage or disadvantage in a situation, the four default categories are extreme advantage, significant advantage, significant disadvantage, and extreme disadvantage. A character at an extreme advantage multiplies her determination by 2 and gains 5 edges. A character with a significant advantage multiplies her determination by 1.5 and gains 3 edges. A character at a significant disadvantage multiplies her determination by 3/4. Finally, a character at an extreme disadvantage multiplies her determination by 1/2 and loses 3 of her starting edges (minimum 0).

Tactics

Tactics are the weapons of verbal dueling. At the start of each duel, each duelist can assign her skills to tactics that have those skills associated with them. A duelist can only assign a given skill to a single tactic, so if a duelist assigned Perform (oratory) to allegory, she couldn't also assign it to emotional appeal. For the purpose of a verbal duel, a character calculates her associated skill bonus by adding her ranks in the skill (including the +3 bonus for having ranks in the skill if it is a class skill) and her Charisma modifier (regardless of which skill she chooses, unless she has the Ironclad Logic feat; see page 85). If she has other modifiers to the skill, they grant her edges (see above). The bard's versatile performance ability allows two skills to use the bonus from a Perform skill, and a character with that ability can assign all three of those skills to different tactics, even though he technically might only have ranks in the Perform skill.

A duelist might apply bonuses or penalties to a tactic's associated skill check due to the audience's bias, as well as from the following considerations.

Last Tactic: It's often considered bad form and awkward to counter with the last tactic used against you. When you do so, you'll take a –2 penalty on the associated skill check for the tactic. For instance, if your opponent uses mockery against you, countering with a mockery tactic is possible, but you take the –2 penalty on your associated skill check when you do.

Repetition of Tactics: Using the same tactic over and over again is not an effective way to win verbal duels. Over the course of a duel, each time you win an exchange with a particular tactic, you take a cumulative –2 penalty on all associated skill checks when you use the tactic again. At that point, the audience and your opponent have both seen some of the best you had to offer with that tactic.

Tactic Interaction: Some tactics are not as effective at countering other tactics. Others are more effective at countering specific tactics. For instance, it is harder to counter a logical argument with mockery, and most tactics have a hard time foiling a verbal trap set by baiting. Most tactic descriptions feature an "Interaction" entry detailing that tactic's conflicts and synergies.

Allegory

You use a fable or parable featuring an underlying message to frame the debate. While it is sometimes difficult to use allegory in the heat of an exchange, it makes a very effective opener.

Associated Skills: Knowledge (history), Knowledge (religion), Perform (act), Perform (oratory).

Interaction: You take a –2 penalty on the associated skill checks when using allegory as a counter.

Special: If you use allegory to open an exchange, and your opponent chooses to end the exchange rather than attempt to counter your allegory, increase the exchange's current ante by 2 (before your opponent's determination is reduced) instead of gaining an edge.

Baiting

You hurl taunts and barbs, or level false dichotomies, goading your opponent into a trap. Baiting works best when the stakes are already high, since in that case backing down can be even more damaging than blundering into your trap.

Associated Skills: Bluff, Intimidate, Perform (comedy), Sense Motive.

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Interaction: A duelist using a tactic other than presence takes a –2 penalty on the associated skill check when countering baiting.

Special: Baiting cannot be employed to open an exchange. If your opponent ends an exchange rather than counter your baiting, your baiting doesn't suffer the normal –2 penalty on future associated skill checks for winning an exchange.

Emotional Appeal

You make an argument appealing to the emotional desires of your opponent or audience. This tactic is particularly useful against an opponent with an advantage in status or knowledge; raising the emotional stakes can be rewarding, but it can also be dangerous.

Associated Skills: Bluff, Perform (oratory), Sense Motive.

Interaction: You gain a +2 bonus on the associated skill check when using an emotional appeal to counter logic, presence, and rhetoric.

Special: Successfully countering with an emotional appeal increases the exchange's ante by an additional 1.

Flattery

You ingratiate yourself to your opponent, causing him to either let down his guard or to gain some other advantage. While usually deceptive and manipulative, this tactic also covers the actions of characters who are genuinely likeable and friendly.

Associated Skills: Bluff, Diplomacy, Knowledge (nobility).

Interaction: You take a –2 penalty on the associated skill check when using flattery to counter mockery. You gain a +2 bonus on the associated skill check when using flattery to counter presence.

Special: If you win an exchange with flattery, reduce the ante of the exchange by 2 (minimum 0) and gain an edge that can be used with any skill check in a verbal duel.

Logic

When you use logic, you present facts, figures, and expert testimony. While logic can still be used to mislead your adversary or the audience, unlike most other tactics, it still requires a strong understanding of the subject matter to do so.

Associated Skills: Knowledge (any pertinent); occasionally, other skills will apply instead, such as Appraise (for a verbal duel involving barter or haggling) or Profession (for a verbal duel involving knowledge or practice of that profession's skill set, such as Profession [barrister] during a trial).

Interaction: You gain a +2 bonus on the associated skill check when you use logic as an opener. You take a –2 penalty on the associated skill check when you use logic to counter baiting, emotional appeal, mockery, red herring, or wit.

Special: When you win an exchange with logic, you gain 1 edge that you can only use with logic.

Mockery

You use personal attacks, mudslinging, or creative insults to belittle your opponent. Mockery works best when you capitalize on your opponent's use of an unpopular tactic.

Associated Skills: Bluff, Intimidate, Perform (comedy).

Interaction: You take a –2 penalty on the associated skill check when you use mockery to counter logic and wit.

Special: You gain a +2 bonus on the associated skill check when you use mockery to counter a tactic with a negative audience bias, and if you win the exchange with mockery against such a tactic, increase the ante by 1. You take a –2 penalty on the associated skill check when you use mockery to counter a tactic with a positive audience bias, though if you succeed, reduce the ante by 1.

Presence

You make a show of confidence or true nobility or you simply put on airs, and an opponent's claims slide off and bounce back against him, leaving you unscathed. This tactic works to deflect baiting and mockery but is less effective against other tricks.

Associated Skills: Intimidate, Knowledge (nobility).

Interaction: You gain a +2 bonus on the associated skill check when you use presence to counter baiting or mockery. You takes a –2 penalty on the associated skill check when using presence to counter allegory, emotional appeal, or red herring.

Special: If you win an exchange with presence, you regain 1 determination (to a maximum amount equal to your starting determination).

Red Herring

You use this tactic to distract your opponent or the audience from the heart of the debate, avoiding the danger of the current exchange. While a red herring can't be used as an opener, it can be used to quickly end an exchange that is getting too dangerous to continue.

Associated Skills: Bluff, Perform (oratory).

Special: You cannot use red herring as an opener. When using a red herring as a counter, you can choose to gain a +4 bonus on the associated skill check. If you do so and succeed, instead of continuing and escalating the exchange as normal, you reduce the ante to 0 and automatically win the exchange. Unlike normal, you start the next exchange.

Rhetoric

You use versatile debating tactics, applying advantageous rhetorical devices to squash your opponent's arguments. Most of the verbal maneuvers included in this tactic are simple and forthright linguistic devices; deceptive debating gambits are often included as part of other tactics such as baiting, emotional appeal, mockery, or red herring. Rhetoric is a multipurpose tactic that lacks some of the dangers of other tactics, but doesn't offer any significant rewards either.

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Associated Skills: Diplomacy, Linguistics, Perform (act), Perform (oratory).

Special: Since rhetoric involves subtle word choices that most audiences don't notice consciously, it is very rare for an audience to have a negative bias toward rhetoric.

Wit

You use humor or cleverness to gain an advantage over your opponent, but the tactic can backfire if your jokes and jibes fall flat.

Associated Skills: Linguistics, Perform (comedy).

Special: When using wit, you can choose to gain a +2 bonus on the associated skill check. If you do so and fail the associated skill check, decrease your determination by 1. If you fail by 5 or more, you take a –2 penalty on wit's associated skill checks for the rest of the duel.

Verbal Exchanges

Verbal duels are fought in a series of exchanges. Each exchange is an argumentative back-and-forth in which each duelist attempts to gain the upper hand over her opponent and decrease the opponent's determination to continue the debate. The end of an exchange might signal the end of the verbal duel or mark a change in the flow of the debate's conversation.

At the start of each exchange, one of the duelists chooses a tactic as an opening, makes his associated skill check for that tactic, increases the ante of the exchange from 0 to 1, and sets the current exchange DC to the result of his check. The ante of the exchange is an ever-changing (usually increasing) value within an exchange; the duelist who either loses the exchange or decides to end the exchange reduces his determination by an amount equal to the exchange's ante.

At this point, the opponent must decide whether to counter the opening or end the exchange. If she still has 1 or more determination remaining, she can then choose to open a new exchange or concede the duel. If she decides to counter the opening, she first increases the ante by 1, then chooses a tactic, and attempts the associated skill check. If that skill check exceeds the current DC of the exchange, the exchange continues. That roll sets the new exchange DC for the original duelist to counter if he decides not to end the exchange. If the countering duelist's check does not exceed the current DC of the exchange, she loses the exchange (reducing her determination as appropriate), though she can spend one or more of her edges to reroll the associated skill check, potentially multiple times. If she decides to end the exchange, she reduces her determination by the exchange's ante, and her opponent gains 1 edge.

Duelists repeat this cycle until one decides to end an exchange, a duelist fails to counter her opponent's tactic, or the duel otherwise ends. When a duelist decides to end an exchange or fails to counter her opponent's tactic, her determination is reduced by an amount equal to the current ante of the exchange. Whichever duelist ends an exchange or fails to counter her opponent's tactic can either open a new exchange or concede the verbal duel if she still has determination remaining.

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Ending a Duel

At the end of any exchange, either duelist can call to end the duel, and set the terms for ending the duel. When they do this, it can be considered a tie if both sides agree, or one side can call for the other to concede. A verbal duel ends immediately if one duelist's determination is reduced to 0 or lower. In these cases, the other duelist wins. In either case where there is a victor, the victorious duelist achieves some social advantage from his success, usually defined by the scene of the verbal duel. A victory or a defeat in a verbal duel might also lead to unexpected complications. For instance, a duelist may enter a verbal duel with her rival, a corrupt advisor. After succeeding, she may not only convince the duke that his advisor was plotting behind his back, but also inadvertently catch the eye of the duchess, who invites her to a secret tryst.

MULTIDIRECTIONAL DUELS

In unusual circumstances, a verbal duel might involve more than two independent duelists. In this case, the rules work the same with the following modification.

First, when a duelist opens an exchange, she selects one of the other duelists and the exchange continues between the two of them. When that exchange's winner is determined or the exchange ends, the winner must then start an exchange with a different duelist. This goes on until only one duelist remains.

TEAM DUELS

Team duels are a versatile option that can represent a variety of situations where there are several or many people representing one side of a debate, from a team of adventurers attempting to reason with a mob of angry peasants to a legislative body attempting to deliberate on a new bill. Team duels are particularly useful in adventures because they involve the entire party, rather than just the character with the most social skills.

In general, team duels work best when both sides have at least three participants, unless the outnumbered side possesses a significant advantage in skill against the other, such as in the case of adventurers and a mob of peasants. While a multidirectional team duel is possible, it is not recommended. Team duels generally don't have an audience because often the audience participates as one of the two teams instead.

In a team duel, each team shares determination among all members, based on the best determination among members of the team. Since this gives some advantage to a team with a single powerful duelist, the GM can choose to multiply the determination of a particularly large group with a strong common belief or opinion by two or more (depending on the size) to represent the difficulty of swaying their unified resolve.

In a solo duel, when a duelist wins an exchange with a given tactic, that tactic takes a cumulative –2 penalty for the rest of the verbal duel. In a team duel, when a duelist wins an exchange, that character takes a –2 penalty on skill checks associated with all of her tactics instead. Hearing many different voices, even if they have similar opinions, lends credibility to a team's arguments.

AN EXAMPLE DUEL

Lem has discovered that Meligaster is manipulating a group of nobles, and he hopes to expose his brother's evil schemes. He calls his brother out for a verbal duel in front of the nobles. Meligaster, who knows he has a significant advantage and knows the nobles well, eagerly accepts the duel, seeding the nobles' positive biases toward wit and flattery. Because of his significant advantage, Meligaster starts with 12 determination to Lem's 8 determination, and Meligaster also possesses 3 edges from his advantages, as well as edges to use in each of wit and flattery.

Lem starts the duel using logic, with a result of 20 on the associated skill check, starting the ante at 1. He rationally and factually explains some of the ways that Meligaster has been manipulating the nobles for his own devious profit.

Meligaster responds by making an emotional appeal to the nobles' pride and honor, raising the ante to 2 and redirecting the conversation away from the facts successfully with a 28 (including the bonus from countering logic with an emotional appeal).

Lem decides to continue the exchange, raising the ante to 3. He tries to use rhetoric to expose Meligaster's trick, with an initial result of 18 due to a low roll. He uses an edge he gained from his *circlet of persuasion* to reroll and manages 30, just enough to counter Meligaster.

Meligaster knows that 30 is going to be tough to beat. He decides to raise the ante to 4 and uses flattery as his tactic, obsequiously singing the nobles' praises. The nobles are positively biased toward it, he seeded that bias for an edge, and he chose to associate flattery with Bluff, so he gained an additional edge from his consummate liar class feature. Meligaster has to use both edges to reroll twice, but his third roll is a natural 20, for a result of 36, so he counters Lem.

Lem realizes that he would be hard-pressed to beat that result, so he knows he's about to lose the exchange. He has to choose how to lose it, though. Because Meligaster used flattery, when Lem loses, the ante will decrease by 2 and Meligaster will gain an edge. That means Lem has to decide whether to simply end the exchange, giving Meligaster a total of 2 edges and losing 2 determination, or raise the ante to 5 and try a skill check, losing 3 determination if he fails (thanks to his brother's flattery). but allowing Meligaster to gain only 1 edge. In the end, since Lem only has 8 determination, he feels he can't risk losing 3 all at once, so much to his dismay, he surrenders the exchange to Meligaster.

Now Lem has 6 determination left. He can open a new exchange against Meligaster and try again, and at least Meligaster suffers a –2 penalty on future uses of flattery, so Lem doesn't have to worry about beating another 36.

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Skills in Conflict

When skills come into conflict with each other, it can lead to extremely complex interactions, often well beyond the scope of the short skill descriptions in the *Pathfinder RPG Core Rulebook*. The following section offers detailed advice on the most common skill clashes that involve difficult adjudications, as well as clarifications of skills where the *Core Rulebook* provides little guidance. The advice in this section is holistic, and GMs are encouraged to read each description in full to gain the best grasp of the nuances of each skill. Additionally, this section offers an optional variant system for opposed skill checks that reduces randomness and the potential for many rolls.

Bluff

The Bluff skill is an extremely versatile, though sometimes misunderstood, social skill. Unlike Diplomacy and Intimidate, which can directly push their target toward a course of action, Bluff feeds the target misinformation. A skilled user of the Bluff skill needs to understand how the target's mind works, in order to deliver just the right misinformation to achieve the desired results. The disadvantage is that such manipulation is less predictable and more difficult to pull off, but the advantage is that the target is not aware that he is being manipulated, whereas even the most successful Diplomacy or Intimidate attempt leaves the target realizing who has convinced him to take action. This section includes clarifications and details on several different ways to use Bluff—and on several things that don't work.

Lying

Deceiving people is the most prominent use of the Bluff skill, making it one of the trickiest skills to adjudicate.

Bluff Doesn't Define a Response: Even the most successful lie told using Bluff doesn't determine the course of action the deceived person takes—it just primes the target with misinformation. This means attempts to trick a creature into a course of action might need to also include Diplomacy or Intimidate after the Bluff check. For example, suppose there was a guard with the following orders from the guard captain: "Don't let anyone into the restricted area without clearance papers, even if it seems to be me or someone of higher rank." After this, a sneaky rogue attempts the following ruse: "I am the king's general on a mission of utmost importance for national security. I need you to let me in now, or you're fired!" Assuming the rogue succeeds at her Bluff check, the guard now believes her to be the general, but this doesn't mean he will let her through. His orders still require him to keep everyone out without papers. The last part of the rogue's demand is an attempt to Intimidate the guard, and the successful Bluff check was a necessary prerequisite to even attempt the Intimidate check.

Circumstances: When using Bluff to tell a lie, the *Core Rulebook* table on possible circumstance modifiers takes into account several levels of plausibility, targets who want to believe or are impaired, and possession of convincing proof, but there are also plenty of other circumstances that might affect the result of a Bluff check. For instance, many people strongly don't want to believe a bluff that would lead to cognitive dissonance, such as attempting to convince a true believer that their religion is fake, and such a lie imposes a –5 penalty on the attempt (the opposite of a target who wants to believe the falsehood). On the other hand, a target who is afraid that the deceit is actually correct might grant a +2 bonus or more on the skill check, depending on the level of anxiety about the fabrication. For instance, a bigoted assassin who is afraid that half-orcs are cannibals might be more likely to believe a half-orc's bluff that she ate the target he was supposed to kill.

There are a variety of other circumstances, all of which might alter the odds in different directions. A character with a widespread reputation of being a compulsive liar might take a large penalty on his skill check, but a character with a reputation for always telling the truth, such as a paladin, would gain a large bonus on her skill check. Similarly, a hostile creature is much less likely to believe a deception, whereas a helpful creature is much more likely to believe one.

Tricking Someone: Bluff can be used to cleverly trip a target up and get him to reveal something or make a mistake. In these cases, he realizes his mistake soon after, but by then it is too late, and the falsehood has done its damage. This is similar to using Bluff to feint or create a distraction, but has broader applications in social situations. For instance, suppose a swashbuckler suspected that an assassin works for the queen. The swashbuckler might be able to trick the assassin into revealing more information by pretending to be a fellow agent of the queen in an attempt to gauge the assassin's response. Of course, if the assassin doesn't work for the queen and sees through the ruse, he might attempt his own Bluff check to pretend that he works for the queen and fell for the trick, thus causing the swashbuckler to investigate the innocent queen.

Conspirators and the Spokesperson: Sometimes, a group of individuals has a single spokesperson tell a convincing lie while the others just pray that the target doesn't notice them chuckling in the background with their inability to pull off a successful bluff. Though this tactic might succeed against a complacent target, a competent target cognizant of the possibility of being deceived should attempt a Sense Motive check opposed by the Bluff check of at least a few of the other individuals, perhaps directing specific follow-up questions their way, or even just try to get a hunch about the others.

Plausibility: The *Core Rulebook* mentions that some lies are implausible enough that no matter how high a character's Bluff check, a PC can't convince a target that they are true. However, the same page also presents a table

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that says that "impossible" lies impart a –20 penalty on the skill check. This table's entry might actually be better described as "particularly implausible." For example, an older human woman telling a very similar-looking human girl that she is herself from the future might take the –20 penalty, whereas a 10-year-old half-elf telling a 40-year-old orc the same lie would automatically fail the Bluff check.

Frequency of Bluff Checks: When a PC is attempting to con someone for an extended period of time rather than telling just one lie, how often should the GM call for new Bluff checks? This is important, since every new Bluff check is an opportunity for the opposition to attempt new Sense Motive checks and uncover the lie. The frequency of checks can be highly variable, and the GM is the ultimate arbiter, but some guidelines can be helpful. Requiring a new check for every individual statement that is a lie would bog down the game. In general, one Bluff check per new topic makes sense. If a new statement has different circumstances (particularly if it is less believable than the previous ones), it calls for a new Bluff check.

For example, a character might claim to have been to an ancient dungeon. If his Bluff check succeeds, the opposition takes it for granted that the character went there, and basic details such as when the character went or how she got there don't require a new check. However, if she says she found a famous, long-lost artifact within the dungeon or traveled to the dungeon on the back of a roc, she will need to make a new check for the new topic or greater exaggeration. Maintaining a facade once a lie has been established usually doesn't require a new check. If a character is pretending to be a tax inspector and has succeeded at the initial attempt to Bluff, it isn't necessary to make him roll a Bluff check every time he says anything that is true for a tax inspector but a lie for the real character.

You're Not Lying, You're Just Wrong: Sometimes a character is a convincing enough liar that targets can't tell the character is lying, even when the targets possess incontrovertible proof that what the character is saying isn't true, or the lie is otherwise too unbelievable to be possible. In this case, one way to resolve the situation is for the bluffing character to take a –20 penalty on the skill check, and if she beats the target's Sense Motive, then the target believes that the bluffing character isn't lying, but is simply mistaken. This could also be the result of other situations in which the target of the Bluff attempt has strong reasons to believe that the falsehood, despite being plausible, isn't factually correct. Even this result can be useful to the bluffing character, as it doesn't mark her as a liar, and it allows her to gather information about what her target knows and expects.

True Lies and Implausible Truths: Bluff is the skill that convinces someone that something is true. However, there are a few potential cases when the situation isn't as straightforward as a bluffing character telling a lie to a target. For instance, suppose that the bluffing character makes up a believable lie to tell the target, and the lie turns

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out to be true, unbeknown to the bluffing character. If the Bluff check succeeded, the target is convinced, and might later verify the truth and trust the bluffing character more. However, what if the bluffing character fails? In this case, the target can tell that the bluffing character is lying, but that doesn't necessarily mean that the target is forced to conclude that the information is false. For instance, suppose a popular king has fallen into a magical, unbreakable sleep. A charlatan, noticing the king's lack of public appearances, makes up a story about the king being placed under a sleeping curse and spreads it around the tavern, but his Bluff check is terrible, and everyone can tell he's making it up. If one of the king's advisors is present in the tavern, this doesn't mean that the advisor now thinks the king isn't in a coma; it just means that she can tell the charlatan doesn't believe his own story.

The reverse side of true lies is implausible truths. These are situations in which someone is telling the truth (either saying something that is actually true, or spreading a lie that they believe to be true), but that truth is extremely implausible to the listener. Though the bluffing character isn't lying, the same skill set that makes an excellent and convincing liar could potentially help characters attempting to spread an implausible truth. In these cases, even if the target succeeds at the Sense Motive check, he can tell that the bluffing character truly believes what she is saying, and he might simply conclude that she isn't lying, but simply mistaken. The target might later be swayed if presented with evidence or through a verbal duel (see pages 176–181). If a bluffing character successfully convinces a target of a lie and the target attempts to spread that information, this leads to a classic example of an implausible truth.

Aftermath: While most of the Bluff rules focus on the scene between the bluffing character and the target, it is important to consider what happens afterward—especially in an intrigue-based campaign. Though true masters of deception might be able to pull off a bluff such that no one is ever the wiser, in the case of most successful bluffs, the targets eventually discover new information that allows them to realize the truth of the matter. In this case, their attitude toward the bluffing character generally decreases by one step (or simply becomes unfriendly), depending on the previous attitude and the severity of the bluff's consequences. Furthermore, if the bluffing character attempts to lie to such a target again, her Bluff check takes a similar penalty as if she had failed to deceive the target (either a –10 penalty, or the skill check might be impossible, at the GM's discretion).

Lies upon Lies: The aftermath of a Bluff becomes even more complicated if someone else attempts to make a contradictory lie, either in the same scene as the original prevarication or afterwards. If the bluffing characters are present together, it might be a good time to have them enter a verbal duel (see pages 176–181), with the target as the audience. However, this isn't possible when the second Bluff attempt happens after the first deceiving character is gone but before the target discovers the ruse. In this case, the second bluffing character has an advantage. She might be able to show proof that the first character was lying in order to build up the credibility of her own lie. If the second bluffing character beats the target's Sense Motive, but does not debunk the original lie or beat the first bluffing character's original Bluff check, then the target will likely be confused and unlikely to act on either piece of information. Or, the target might conclude that the second bluffer believes what she said but is misinformed.

Other Uses of Bluff

In addition to being used for lying, the Bluff skill has several other uses defined in the rules.

Creating a Diversion: You can attempt a Bluff check to create a diversion to allow you to use Stealth, even a misdirection as simple as saying, "What's that behind you?" In the *Core Rulebook*, this usage is only mentioned off-handedly in the Stealth skill description, with no reference to its action type. Creating a distraction is a standard action.

Secret Messages and Intrigue: Don't underestimate the benefit of using Bluff to send messages through innuendo. Since the DC to send a message is static (15 or 20 depending on the message's complexity), you can quickly reach the point that the message itself is reliable, and thus the only risk is being intercepted, which would have happened anyway if you didn't make the attempt.

Surprise: Not every surprise round begins with an ambush from unseen assailants. If a character or several characters unexpectedly attack in the midst of a conversation or other normal activity, their victims might be surprised. To determine if a victim is surprised, he should attempt a Sense Motive check opposed by the assailant's Bluff check rather than a Perception opposed by the assailant's Stealth check. This is also a good way to adjudicate several abilities, including several vigilante talents that trigger when the target thinks the vigilante is an ally.

Maintaining a Disguise: When maintaining a disguise, the Bluff skill isn't necessary to correctly portray things such as mannerisms or facial expressions, but it will almost certainly come up when the disguised character makes statements in his assumed persona as he talks about events he didn't actually experience. Of course, a well-prepared character has thoroughly researched his disguise, so he is unlikely to take any penalties to his Bluff attempts.

Diplomacy

Due to its ability to convince people without using either deception or coercion—and risking their negative consequences—the Diplomacy skill is one of the most commonly used forms of persuasion in the Pathfinder RPG. However, it is also difficult to adjudicate in a variety of situations involving intrigue and combat.

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Attitudes and Requests

The most consequential use of the Diplomacy skill is to change the attitudes of other creatures and to get them to comply with requests you make.

Attitude Adjustments, Personality, and Goals: One major trap in understanding the Diplomacy skill is the mistaken idea that attitude adjustments achieved using Diplomacy change a character's underlying personality and goals. In fact, attitude adjustments are minor good impressions (or bad impressions, in the case of a disastrously failed check) that, per the *Core Rulebook*, last only a few hours by default. At the GM's discretion, the adjustments may last for shorter or longer periods, depending on the circumstances. As such, a Diplomacy check to change someone's attitude is mainly useful as a prelude to a follow-up request. It doesn't alter the creature's personality or goals.

For instance, if a cunning bard managed to convince the evil necromancer queen to become friendly with him, that doesn't mean she will give up plans of world domination or change her deity from the goddess of undead to the goddess of beauty and love, but it does mean that she likes the bard now. Even without further requests, she would probably spare him if he pledges loyalty to her and if she thinks she can trust him. Even if she feels she can't trust him, she might at least be fond enough of him to transform him into a loyal undead servant so she can keep him around. Attempting to convince the necromancer queen to give up her evil ways and cease her plans for world conquest involves much more than a Diplomacy check to change her attitude toward the bard. The bard would then need to use the influence system (see pages 102–117) or the relationship system (*Pathfinder RPG Ultimate Campaign* 176) to become closer to the necromancer queen, perhaps engaging in a verbal duel with her (see pages 176–181) or even focusing an entire series of social adventures around changing her perspective (see Social Conflicts on pages 166–175).

Requests Are Not Mind Control: This is the biggest potential trap in understanding the Diplomacy skill in a typical game. Diplomacy's main strength is the ability to make requests without angering the target, but that doesn't mean that it works like mind control. As the *Core Rulebook* says, some requests automatically fail if they go against a creature's values or nature. In this vein, it is important to remember that no matter how high a Diplomacy roll may be, the target still has free will and won't accept certain requests. Even so, a character who declines a very high Diplomacy result should do so respectfully, as the high result means that the diplomat made her argument effectively and convincingly. For instance, a paladin who swore an oath to never unseal the inner catacombs of her faith's central cathedral might apologize and explain that though the argument to do so was convincing, she unfortunately can't violate this vow. A target who must refuse a request might try to honor the request in spirit, offering an alternative that might advance the same greater goal or doing a significant but still lesser favor for the requester.

Roleplaying and Skills: As you can see from the sections above, as well as the table of potential circumstances in the *Core Rulebook*, the nature of a request is crucial to determining its success or failure. Therefore, it is necessary to describe the request in order to attempt a Diplomacy check. A diplomat's player can't just say "I Diplomacy the guard." The player must provide a specific request along with any rationale supporting that desire, even if the player or GM doesn't want to roleplay the whole interaction in character. On the other hand, using Diplomacy to improve a target's attitude is both more open-ended and less fraught with circumstance modifiers, so when strapped for time or out of ideas, it is fine to omit a description of how a diplomat manages to do so. Using the previous example of the bard and the necromancer queen, the bard's request to spare a peasant so that she may spread word of the queen's mighty army and cause other villages to surrender without a fight is quite a different situation than him saying, "Spare this peasant woman because killing her is evil and makes my goddess sad," or even "Spare this peasant woman for *me*. Please?"

Gathering Information: The Diplomacy skill allows a character to canvass locations for information. Because this use of Diplomacy often produces similar results to those of a high Knowledge (local) check, adventurers might be able to attempt either one to gain the same information. In fact, adventures occasionally present a table of facts that either skill can uncover. Gathering information with Diplomacy actually involves spending 1d4 hours actively seeking the information and allows the character to retry the attempt to pick up additional information. When a PC fails at a Knowledge (local) check, the GM can give the character a second chance by having him spend time attempting to gather that information from others.

As per the *Core Rulebook*, some information is simply impossible to find via gathering information. The information that people know is typically limited to the area where they live, and is filtered through their biases. In a city on the brink of a race war between elves and humans, the information available among the upper-class human nobility will have a significantly different spin and tone to it than the information available in the elven ghetto, and the checks to gather information in those places would meet with circumstance bonuses or penalties depending on who was asking where. Thus, it is important to decide where a character is gathering information before determining what information they receive. Filtering the information through the biases of the community adds flavor and nuance to the world around the characters.

Finally, remember that gathering information is itself a conspicuous act, so others who are gathering information can usually notice it in turn. A typical DC for hearing about

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someone else gathering information should start at 15, and a character wishing to gather information clandestinely can choose to take a penalty on her Diplomacy check to increase that DC by the same amount.

Calling for a Cease-Fire: One of the first things that a potential diplomat might try in a combat is to call for a temporary cease-fire. The description of the Diplomacy skill in the *Core Rulebook* indicates that requests take 1 round or longer, and that shifting attitudes takes 1 minute. Since a cease-fire is a type of request, this would work fine, with the diplomat making the request over the course of a full round of combat and completing it just before her next turn. However, a character can usually only make requests of a target that feels at least indifferent toward that character, and the vast majority of battles involve characters that are unfriendly or hostile toward each other.

In this case, and in other instances of requests made to unfriendly or hostile characters, the GM should consider only allowing such requests that are couched in such a way that they seem to be in the target's best interests. An unfriendly or hostile character certainly isn't going to be doing the would-be diplomat any favors, but that doesn't mean they will ignore an idea that is better for them than facing the consequences of the combat. Even if adversaries agree to a brief cease-fire to listen to the diplomat's terms, they won't let their guard down. Generally, they will also require the side calling for the cease-fire to make a show of their intentions by laying down or sheathing their weapons, dropping spell component pouches, or the like, while attempting Sense Motive checks to determine if the cease-fire is a ruse. Creatures that feel themselves to be at an advantage in the combat by virtue of a short-duration spell or other effect that would expire during a cease-fire almost never agree to a cease-fire, as it isn't in their best interest to do so.

Disguise

The uses of the Disguise skill are far more specific than those of Bluff and Diplomacy. The Disguise skill exists to allow characters to conceal their identity and to potentially pose as other characters.

Not Always Opposed: The most important thing to note about the Disguise skill is that characters do not automatically get a Perception check to oppose it. Per the *Core Rulebook*, an opponent receives a Perception check only if the disguised character is actively drawing attention, if the perceiving character is actively suspicious of everyone, or if the disguised character is attempting to impersonate a particular person that the perceiving character recognizes. Under one of these circumstances, a perceiving character can attempt one Perception check right away and then another check each hour.

A Single Disguise Check: Unlike most other skills, a character typically attempts a Disguise check only once when creating a physical disguise. Further Disguise checks might be necessary for things such as altering one's voice or using appropriate mannerisms or phrasing, but the basic disguise doesn't require further checks. The check result is supposed to be a secret that is revealed only the first time the disguise is truly tested, which can be tricky in the face of disguising characters who want their friends to tell them how good the disguise is. One way to handle this is to roll the Disguise check secretly only the first time it truly comes into opposition (see above), since the skill doesn't indicate when the check first occurs.

Disguise Is More Than Visual: Though the skill as presented in the *Core Rulebook* focuses on the visual aspects of disguise that a character prepares, later rules (such as the *vocal alteration* spell; see page 248 of *Pathfinder RPG Ultimate Magic*) have made it clear that there are other aspects, including voice, mannerisms, and phrasing. The trick is to distinguish between the use of the Bluff and the Disguise skills. Generally, Bluff checks cover telling actual lies to support a disguise, whereas Disguise checks cover the other aspects, such as imitating mannerisms and speech.

Saw Through the Illusion: It is very tempting to use illusion or transmutation magic to augment a disguise, since the bonus is so high. As per the *Core Rulebook*, magic that penetrates an illusion or transmutation doesn't automatically see through a mundane disguise, but it negates the magical components of the costume. Thus, a true master of disguise uses both types of trickery, and she also ensures that the person who notices her use of magic has a way to explain the fact that disguise magic was involved at all. For instance, a rogue might disguise herself as a noble with mundane means and then use *disguise self* to cloak herself in a glamer of that same noble, but more beautiful. Then, if someone sees through the illusion but not the mundane disguise, he would just think she was a vain noble instead of becoming suspicious due to the use of illusion magic and demanding a more thorough inspection.

Simulacrum and Disguise: The caster of the *simulacrum* spell uses the Disguise skill to shape the form created. However, it is important to note that the Sense Motive check to detect a simulacrum is very easy at the level that *simulacrum* becomes available, so unless the simulacrum has a high Bluff modifier, it is still challenging to use a simulacrum as an impostor for long.

Intimidate

The Intimidate skill allows characters to use fear to gain an advantage over others.

Scaring Them into Submission: Other than demoralizing foes in combat, the main use of the Intimidate skill is to force someone to capitulate to your requests by scaring them into doing so. This is similar to improving someone's attitude to friendly with Diplomacy and then making a request, but it doesn't require multiple rolls. Instead, the requests are restricted to those that

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provide limited assistance and actions that don't endanger the creature, including giving information. This means that an intimidated creature doesn't necessarily do what the intimidating character wants if it would be dangerous. After the Intimidate check, the target becomes unfriendly and might take actions such as reporting the intimidating character to the authorities. Thus, Diplomacy is often more likely to be successful in the long term in campaigns with interweaving plot lines and recurring characters. Since intimidation is based on fear, creatures immune to fear are also generally immune to attempts to use Intimidate against them.

Posturing and Bluster: The rules for the Intimidate skill specify that a check's DC is based on the target's HD and Wisdom modifier. That generally works when one person is attempting to Intimidate the other, but sometimes both parties are actively participating in acts of posturing and bluster. Since this DC is usually low, the two characters would end up intimidating each other, which isn't quite realistic. Instead, consider opposed Intimidate checks, or if the situation warrants it, a full-fledged verbal duel (see pages 176–181).

Explaining Negative Consequences: Sometimes a character wants to calmly explain negative consequences to someone in a way that merely relies on logic, not fear. This is particularly important when attempting to convince someone immune to fear, such as a paladin or vampire, to back down in the face of negative consequences. This is different than improving a creature's attitude or making a request (particularly since a character might try it with an unfriendly creature), so it doesn't fall under Diplomacy. One good way to handle this is to use the rules for influence (see pages 102–117) or verbal duels (see pages 176–181) instead, since those both allow for logic and knowledge to help impact the situation. If only a skill check is possible, consider allowing an Intimidate check that doesn't apply any modifiers tied to frightening the target (such as the Intimidating Prowess feat, size modifiers, an inquisitor's stern gaze, and so on) and then having the result not be a fear effect.

PERCEPTION AND STEALTH

Since Perception is the skill that determines what a character sees, hears, and senses in the game world, it is no wonder that it's often considered the most important skill in the game. Stealth and Perception often oppose one another, and the two of them together can be difficult to adjudicate.

Active and Automatic Perception: There are two ways Perception checks happen in the game. The first way is automatic and reactive. Certain stimuli automatically call for a Perception check, such as a creature using Stealth (which calls for an opposed Perception check), or the sounds of combat or talking in the distance. The flip side is when a player actively calls for a Perception check because her PC is intentionally searching for something. This always takes at least a move action, but often takes significantly longer. The *Core Rulebook* doesn't specify what area a PC can actively search, but for a given Perception check it should be no larger than a 10-foot-by-10-foot area, and often a smaller space if that area is cluttered. For instance, in an intrigue-based game, it is fairly common to look through a filing cabinet full of files. Though the cabinet itself might fill only a 5-foot-by-5-foot area, the number of files present could cause a search to take a particularly long time.

Precise and Imprecise Senses: Since Perception covers all senses, it is important to distinguish which of those senses count as observing a creature that is using Stealth. Some senses are more precise than others. Imprecise senses allow a creature to pinpoint the location of another creature, but they don't allow for the use of targeted effects, and attacks against those creatures are subject to miss chances from concealment. A few examples of imprecise senses are hearing, scent, blindsense, and tremorsense. A sense is precise if it allows the creature to use targeted effects on creatures and objects it senses, and

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to attack enemies without suffering a miss chance from concealment. This includes vision, touch, blindsight, and lifesense. Precise senses allow the creature to pinpoint an enemy's location. When a creature uses a precise sense to observe an enemy, that enemy is unable to use Stealth against the observer unless it creates a distraction first, or has a special ability allowing it to do so. Senses other than the listed ones count as precise or imprecise at the GM's discretion. A creature might have a limited form of a sense that makes it too weak to count as precise, such as a beast with primitive eyes that has difficulty seeing a creature that isn't moving.

Cover and Concealment for Stealth: The reason a character usually needs cover or concealment to use Stealth is tied to the fact that characters can't use Stealth while being observed. A sneaking character needs to avoid all of an opponent's precise senses in order to use Stealth, and for most creatures, that means vision. Effects such as *blur* and *displacement*, which leave a clear visual of the character within the perceiving character's vision, aren't sufficient to use Stealth, but a shadowy area or a curtain work nicely, for example. The hide in plain sight class ability allows a creature to use Stealth while being observed and thus avoids this whole situation. As the *Core Rulebook* mentions, a sneaking character can come out of cover or concealment during her turn, as long as she doesn't end her turn where other characters are directly observing her.

States of Awareness: In general, there are four states of awareness that a creature can have with regard to another creature using Stealth.

Unaware: On one end of the spectrum, a sneaking creature can succeed at Stealth well enough that the other creature isn't even aware that the creature is present. This state allows the sneaking creature to use abilities such as the vigilante's startling appearance. The Stealth skill description in the *Core Rulebook* says that perceiving creatures that fail to beat a sneaking character's Stealth check result are not aware of the sneaking character, but that is different from being totally unaware. This is also true of a creature that has previously been made aware of the creature's presence or location (see below) but is currently unable to observe the sneaking creature. In those cases, the sneaking creature can't use abilities such as startling presence.

Aware of Presence: The next state is when the perceiving creature is aware of the sneaking creature's presence, though not of anything beyond that. This is the state that happens when an invisible creature attacks someone and then successfully uses Stealth so the perceiving creature doesn't know where the attacker moved, or when a sniper succeeds at her Stealth check to snipe. A perceiving creature that becomes aware of a hidden creature's presence will still be aware of its presence at least until the danger of the situation continues, if not longer (though memory-altering magic can change this).

Aware of Location: The next state is awareness of location. This happens when a perceiving character uses an imprecise sense, such as hearing or tremorsense, to discover what square a hidden or invisible creature inhabits.

Observing: The final state is when the perceiving character is able to directly observe the sneaking character with a precise sense, such as vision. This is generally the result when the perceiving character rolls higher on its opposed Perception check than the sneaking character's Stealth result while also having line of sight to the sneaking character and the ability to see through any sort of invisibility or other tricks the sneaking character might be using.

Sense Motive

The Sense Motive skill allows a character to analyze the way another character is acting and figure out if something is off. It also opposes Bluff to determine whether someone is lying, making it an important social defensive skill in an intrigue-based game.

Active and Automatic Sense Motive: Most uses of Sense Motive are active and require a character to spend a minute or more interacting with someone with the intent of using Sense Motive for a particular purpose. The only time that Sense Motive happens automatically is when it opposes Bluff, as it says in the *Core Rulebook* that a character attempts a Sense Motive check for every Bluff check attempted against him. See the Bluff section on page 182 for guidance on how often to call for Bluff checks.

Noticing Enchantments: Sense Motive allows a character to notice someone whose behavior is being influenced by an enchantment, though as an active check, this takes at least 1 minute of interaction and the intention to sense enchantments. This doesn't notice enchantments that aren't actually causing a difference in behavior at the time. For instance, if a creature is under *charm person* but the caster isn't around and doesn't come up in conversation, a Sense Motive check won't reveal the enchantment.

Hunches: The use of Sense Motive to "get a hunch" mentions getting a feeling that someone is trustworthy or is an impostor, and it lists a static DC. This doesn't mean to say that anyone who can succeed at a DC 20 Sense Motive check can automatically find an impostor with high Bluff and Disguise modifiers. The DC 20 check assumes that the other character is not opposing the Sense Motive check with Bluff. This is particularly useful in situations with a group of impostors, one of whom is silver-tongued and does all the talking while the others aren't saying anything but aren't skilled at Bluff. For instance, a hunch might help against a group of quiet assassins dressed as servants and trickling into the grand hall. The information gained from a hunch is general, not specific, and usually results in an ambiguous inkling. You can get a vague feeling that something is wrong or that someone seems trustworthy, but no more specific information than that. In the example above, a

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character who received a hunch wouldn't know that the servants are specifically assassins, but would get a sense that something was off about the servants.

Sense Motive Is Not Mind Reading: Though Sense Motive can help ferret out lies and gain hunches about odd situations, it doesn't let a character read opponents' minds and know exactly what they're thinking or planning. It is a verification tool that works well in conjunction with other skills, rather than a skill that allows a character to ascertain information.

Replacing Opposed Rolls

Especially in intrigue-based games, there are situations in which many different creatures might normally need to roll an opposed skill check against a PC. For instance, if the rogue sneaks into a camp of 50 orcs, it would technically require rolling 50 Perception checks. This slows down the game, and it makes it almost certain that one of those orcs will roll a natural 20. This variant rule replaces opposed rolls to reduce this sheer number of rolls and the likelihood for a skilled PC to be defeated by math alone.

With this variant, when a character attempts a skill check that would normally be opposed, he attempts the check as normal, comparing the result against the DC presented by each foe (DC = 11 + the foe's total skill bonus with the opposed skill). If the initiating character fails this check, he simply fails and immediately experiences the consequences of failure. If he succeeds, however, he does so only against the rank-and-file opponents (such as most of the warriors in an orc camp, or most of the hangers-on at a royal court). Select foes (such as major NPCs or dedicated scouts and guards) can attempt a check with the opposing skill (DC = 11 + the initiating character's total skill bonus with skill he originally used). This resembles the way the Disguise skill works, where only those who pay attention to the character and are suspicious of her can attempt a Perception check.

For example, if a hunter is sneaking through a camp of 50 orcs and succeeds at her initial Stealth check against a DC of 11 + each orc's Perception modifier, she slips into the camp. Meanwhile, the two orcs posted as sentries scan for trouble, so each of those orcs (but not the other 48) rolls a Perception check to see if they notice the hunter. Similarly, a bard might succeed at a Bluff check to convince the minor nobles of the court of his exaggerated exploits, but three key aristocrats—suspicious of the bard to begin with—try to poke holes in the story and find contradictions by grilling the bard for details, each of them rolling Sense Motive checks against a DC of 11 + the bard's Bluff modifier.

Multiple Bonuses: If the opposing group possesses a mix of bonuses, use the highest value to determine the DC. In the example of the orc camp, if 40 of the orc warriors have a –1 Perception modifier and 10 scouts have a +10 Perception modifier, the hunter would be attempting a DC 21 Stealth check. Note that because this variant doesn't specify which opponents beat the check, it is up to the GM to decide how the consequences of the failed check manifest.

The Odds: This variant increases the odds of success dramatically for highly skilled characters. For instance, if the hunter in the example above has a modifier on Stealth checks at least 9 higher than the orcs' Perception modifiers, in the default system, she would have a 50% chance of succeeding. But with this variant, her chance increases to 85%. When the character has less of an advantage against her adversaries, this variant still increases the rate of success dramatically with many adversaries, and it decreases the rate slightly with a few determined adversaries. For instance, with the default system, if the hunter's Stealth matched the orcs' Perception, she would have essentially a 0% chance of sneaking past the 50 orcs. With this variant, her chance is 1 in 8. However, if the other 48 orcs weren't present, her chance of sneaking past just the two sentries in the default system is roughly 1 in 4, whereas with this variant, it is 1 in 8, since only the determined adversaries make their own rolls and thus affect her odds.

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5 Spells

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The lead guard slapped his cudgel against his open palm. "All right, ladies. You've led us a merry dance, but this ends now."

Kyra drew her blade. "You're right about that, captain. But not the way you think."

The guards gave each other incredulous looks. Their leader sneered. "You're really prepared to attack sworn officers of the law? I thought your goddess frowned on the murder of authority figures."

"Oh, she does," Seoni noted. She gestured, and a burst of light flew from her hand, expanding outward. As it touched each guard, their human guises burned away, revealing the twisted creatures underneath. "But it's not murder if you're already dead."

Snarling, the vampires leapt forward, claws grasping.

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Spells

When engaging in a shadowy war of intrigue, information and manipulation allow a character to gain control and shape the narrative in her favor. Bringing the right spells and countermeasures to such a fight is as important as bringing the right weapon to a duel. Courtly spellcasters of all stripes engage in rigorous spell research to provide themselves with a new generation of cunning spells before their competitors, granting them a defense their foes can't bypass or an offense their adversaries can't block. These intrigue spells are precise tools of the trade rather than weapons of mass destruction; a clever mind to leverage their most effective uses is more important than raw power or overwhelming force. Intrigue rewards subtlety and cunning, and so do the spells in this chapter. Whether your character is a spellcaster herself or a non-spellcaster using a magic item or conspiring with a spellcasting ally, use these spells to outplay, outthink, and outmaneuver your opponents in order to gain the upper hand.

Ruse Descriptor

This book introduces the "ruse" descriptor for spells that appear to be other, usually more harmless spells in order for the caster to fool her opponents.

Ruse: Spells with the ruse descriptor are easily mistaken for other spells and are intended to confuse even onlookers trained in Spellcraft or Knowledge (arcana). Attempts to identify a ruse spell by its effects, its aura, its components, or other attributes with a skill check treat the spell as though it were a different spell, as indicated in the spell's description. The one attempting the check can correctly identify the spell only by exceeding the DC by 10. The false spell is typically a level lower than the ruse spell, so skill checks use the DC for the lower-level spell. Even *detect magic* and most similar spells don't prevent the caster from being fooled by a ruse spell. *Analyze dweomer*, *greater arcane sight*, and similar spells of the same or higher spell level that automatically identify spells reveal a ruse spell for what it is. Ruse spells that mimic harmless spells still list harmless on their saving throw or spell resistance lines; a creature that knows or suspects the true nature of the spell typically chooses to attempt the save.

Spell Lists

The following lists summarize the new spells presented in this book, arranged by class and level. A superscript "F" or "M" appearing at the end of a spell's name in the spell lists denotes a focus or material component not normally included in a spell component pouch.

Order of Presentation: These lists present the spells in alphabetical order by name, except when a spell's name begins with "lesser," "greater," or "mass," in which case it is alphabetized under the second word of the spell name.

Hit Dice: The term "Hit Dice" is used synonymously with "character levels" for effects that affect a specific number of Hit Dice of creatures.

Caster Level: A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. The word "level" in the short spell descriptions that follow always refers to caster level.

Creatures and Characters: "Creature" and "character" are used synonymously in the short descriptions.

Alchemist Spells

1st-Level Alchemist Spells

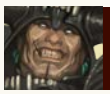
Fabricate Disguise: Create a disguise in an instant.
Obscure Poison: Make it harder to detect a poison or a venomous creature.
Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Alchemist Spells

Languid Venom: Delay a poison's onset and hide its presence.
Shifted Steps: Make a target sound as if elsewhere.

5th-Level Alchemist Spells

Glimpse of Truth: Gain *true seeing* for 1 round.
Swallow Poison: Protect yourself from ingested poison, then spit it out in a cone.
Unerring Tracker: Follow an entire trail unerringly.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.



Antipaladin Spells

1st-Level Antipaladin Spells

Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Crime of Opportunity: Compel a target to take a criminal action.
Dark Whispers: Whisper through the shadows.
Desperate Weapon: Create an improvised weapon.
Detect the Faithful: Find others of the same faith.
Fabricate Disguise: Create a disguise in an instant.
Obscure Poison: Make it harder to detect a poison or a venomous creature.

2nd-Level Antipaladin Spells

Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Open Book: Make it permanently easier to learn more about a target.
Shifted Steps: Make a target sound as if elsewhere.
Undetectable Trap: Make a trap extremely difficult to find.

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3rd-Level Antipaladin Spells

Deceitful Veneer: Make someone seem like an obvious liar.
Illusion of Treachery: Make it seem like another is also responsible for your attacks.

4th-Level Antipaladin Spells

Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Crime Wave: Compel targets to commit criminal actions.
Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.
Life of Crime: Permanently turn someone into a crazed criminal.
Overwhelming Poison: Make a poison more difficult to resist.

Bard Spells

1st-Level Bard Spells

Aphasia: Prevent a target from understanding language.
Auditory Hallucination: Create a phantasm with auditory effects.
Compulsive Liar: Prevent target from speaking the truth.
Cultural Adaptation: Adapt to fit the local culture.
Desperate Weapon: Create an improvised weapon.
Fabricate Disguise: Create a disguise in an instant.
Know Peerage: Target uses your Knowledge (nobility) ranks.
Obscure Poison: Make it harder to detect a poison or a venomous creature.
Open and Shut: Obfuscate whether a door is open or closed.
Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Bard Spells

Build Trust: Gain various bonuses when interacting with the target.
Codespeak: Speak, read, and write a new code language.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Dark Whispers: Whisper through the shadows.
Deflect Blame: Blame someone else for your action.
Detect Desires: Learn what creatures desire.
Detect Magic, Greater: As *detect magic*, but learn more information.
Disrupt Silence: Disrupt all silence effects in an area.
False Belief: Temporarily plant a false memory.
Hidden Presence: Prevent creatures from noticing your presence.
Matchmaker: Cause two creatures to fall in love.
Open Book: Make it permanently easier to learn more about a target.
Rumormonger: Follow a rumor to see where it spreads.
Shamefully Overdressed: Force target to remove equipment.
Shifted Steps: Make a target sound as if elsewhere.
Urban Step: Step into one doorway and out another.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

3rd-Level Bard Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.
Aura of the Unremarkable: Make actions seem mundane to nearby creatures.
Conjure Carriage: Create a fine carriage.
Demanding Message: Send messages as per *message* with a *suggestion* for one creature.
Detect Anxieties: Learn what makes creatures anxious.
False Future: Cause divinations of the future to reveal the result you choose.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.
Instant Fake: Provide a short-term replica of an object.
Magic Aura, Greater: As *magic aura*, but also affects creatures and allows more options.
Meticulous Match: Determine if two things are identical.
Selective Alarm: As *alarm*, but only against selected creatures.
They Know: Convince target that a nearby creature knows her greatest secret.
Trade Items: Swap a focus object with a target object.

4th-Level Bard Spells

Animal Ambassador: Grant an animal messenger sentience to deliver your message.
Bountiful Banquet: Create a luxurious feast for two creatures/level.
Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Complex Hallucination: Create a phantasm with effects for all senses.
Conjuration Foil: Interfere with nearby teleportation effects.
Curse of the Outcast: Curse someone to rub people the wrong way.
Deadman's Contingency: Set one of a list of contingencies for your demise.
Deceitful Veneer: Make someone seem like an obvious liar.
Entice Fey, Lesser: Entice service from a fey of 6 Hit Dice or fewer.
Ghost Brand: Allow an item to transform into a brand and back.
Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.
Quieting Weapons: Weapons make no sound and quiet their victims.
Red Hand of the Killer: Stain the hand of a creature's killer red.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

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5th-Level Bard Spells

Crime Wave: Compel targets to commit criminal actions.
Mage's Decree: Send a message to creatures within miles.
Pox of Rumors: Curse a creature to attract nasty rumors.
Scripted Hallucination: As *complex hallucination*, but without concentration.

6th-Level Bard Spells

Demanding Message, Mass: Send messages as per *message* with one *suggestion* for each creature.
Entice Fey: Entice service from a fey of 12 Hit Dice or fewer.
False Vision, Greater: As *false vision*, but moves with the target.
Hollow Heroism, Greater: Provide a *greater heroism* effect that you can reverse at any time.
Life of Crime: Permanently turn someone into a crazed criminal.
Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.

Bloodrager Spells

1st-Level Bloodrager Spells

Desperate Weapon: Create an improvised weapon.

3rd-Level Bloodrager Spells

Pack Empathy: Create an empathic bond with allies.

4th-Level Bloodrager Spells

Break, Greater: Break all nearby objects.
Controlled Fireball: As *fireball*, but secretly deals less damage to your allies.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.

Cleric Spells

1st-Level Cleric Spells

Cultural Adaptation: Adapt to fit the local culture.
Desperate Weapon: Create an improvised weapon.
Detect the Faithful: Find others of the same faith.
Obscure Poison: Make it harder to detect a poison or a venomous creature.

2nd-Level Cleric Spells

Build Trust: Gain various bonuses when interacting with the target.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Dark Whispers: Whisper through the shadows.
Detect Magic, Greater: As *detect magic*, but learn more information.
Dress Corpse: Doctor the evidence on a corpse.
Know Peerage: Target uses your Knowledge (nobility) ranks.

3rd-Level Cleric Spells

Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Disrupt Silence: Disrupt all silence effects in an area.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

4th-Level Cleric Spells

Absolution: Removes enchantments and forgives actions taken under their effects.
Bountiful Banquet: Create a luxurious feast for two creatures/level.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Deadman's Contingency: Set one of a list of contingencies for your demise.
False Future: Cause divinations of the future to reveal the result you choose.
Glimpse of Truth: Gain *true seeing* for 1 round.
Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.
Poisonous Balm: As *cure serious wounds*, but leave behind a latent venom.
Quieting Weapons: Weapons make no sound and quiet their victims.
Red Hand of the Killer: Stain the hand of a creature's killer red.

6th-Level Cleric Spells

Curse of the Outcast: Curse someone to rub people the wrong way.
Mage's Decree: Send a message to creatures within miles.
Overwhelming Poison: Make a poison more difficult to resist.
Prognostication: Gain cryptic information from further in the future than *divination*.

7th-Level Cleric Spells

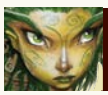
False Resurrection: Appear to resurrect someone but instead allow a shadow demon to possess the corpse.
Pox of Rumors: Curse a creature to attract nasty rumors.

8th-Level Cleric Spells

True Prognostication: Gain incredibly cryptic information from the distant future.

9th-Level Cleric Spells

False Resurrection, Greater: Appear to use *true resurrection* on someone but instead allow a belier devil to possess the corpse.



Druid Spells

1st-Level Druid Spells

Detect the Faithful: Find others of the same faith.

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Obscure Poison: Make it harder to detect a poison or a venomous creature.
Underbrush Decoy: Create a rustling distraction to hide.

2nd-Level Druid Spells

Detect Magic, Greater: As *detect magic*, but learn more information.

3rd-Level Druid Spells

Insect Spies: Use magic beetles as spies.
Pack Empathy: Create an empathic bond with allies.
Pocketful of Vipers: Ward a container with summoned vipers.

4th-Level Druid Spells

Aerial Tracks: Track flying creatures through the air.
Animal Ambassador: Grant an animal messenger sentience to deliver your message.
Bountiful Banquet: Create a luxurious feast for two creatures/level.

5th-Level Druid Spells

Entice Fey, Lesser: Entice service from a fey of 6 Hit Dice or fewer.
Glimpse of Truth: Gain *true seeing* for 1 round.
Poisonous Balm: As *cure serious wounds*, but leave behind a latent venom.
Swallow Poison: Protect yourself from ingested poison, then spit it out in a cone.

6th-Level Druid Spells

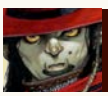
Insect Spies, Greater: Use magic beetles as spies and also share their senses.
Overwhelming Poison: Make a poison more difficult to resist.
Reincarnate Spy: As *reincarnate*, but creating a body similar to that of a chosen creature, and you secretly keep part of the body.
Unerring Tracker: Follow an entire trail unerringly.

7th-Level Druid Spells

Entice Fey: Entice service from a fey of 12 Hit Dice or fewer.

9th-Level Druid Spells

Entice Fey, Greater: Entice service from a fey of 18 Hit Dice or fewer.



Inquisitor Spells

1st-Level Inquisitor Spells

Desperate Weapon: Create an improvised weapon.
Detect the Faithful: Find others of the same faith.
Fabricate Disguise: Create a disguise in an instant.
Handy Grapnel: Transform a ropelike object into a retracting grapple.
Open and Shut: Obfuscate whether a door is open or closed.

2nd-Level Inquisitor Spells

Build Trust: Gain various bonuses when interacting with the target.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Detect Magic, Greater: As *detect magic*, but learn more information.
Hidden Presence: Prevent creatures from noticing your presence.
Know Peerage: Target uses your Knowledge (nobility) ranks.
Open Book: Make it permanently easier to learn more about a target.
Rumormonger: Follow a rumor to see where it spreads.
Shamefully Overdressed: Force target to remove equipment.
Shifted Steps: Make a target sound as if elsewhere.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

3rd-Level Inquisitor Spells

Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Disrupt Silence: Disrupt all silence effects in an area.
Instant Fake: Provide a short-term replica of an object.
Meticulous Match: Determine if two things are identical.
Pack Empathy: Create an empathic bond with allies.
Selective Alarm: As *alarm*, but only against selected creatures.
They Know: Convince target that a nearby creature knows her greatest secret.

4th-Level Inquisitor Spells

Aerial Tracks: Track flying creatures through the air.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Curse of the Outcast: Curse someone to rub people the wrong way.
Deceitful Veneer: Make someone seem like an obvious liar.
Glimpse of Truth: Gain *true seeing* for 1 round.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.
Peacebond, Greater: As *peacebond*, but on multiple weapons, even if they aren't sheathed.
Quieting Weapons: Weapons make no sound and quiet their victims.
Red Hand of the Killer: Stain the hand of a creature's killer red.

5th-Level Inquisitor Spells

Mage's Decree: Send a message to creatures within miles.

6th-Level Inquisitor Spells

Prognostication: Gain cryptic information from further in the future than *divination*.

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Magus Spells

1st-Level Magus Spells

Auditory Hallucination: Create a phantasm with auditory effects.

Desperate Weapon: Create an improvised weapon.

2nd-Level Magus Spells

Detect Magic, Greater: As *detect magic*, but learn more information.

Shifted Steps: Make a target sound as if elsewhere.

3rd-Level Magus Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.

Conjuration Foil: Interfere with nearby teleportation effects.

Conjure Carriage: Create a fine carriage.

Urban Step: Step into one doorway and out another.

4th-Level Magus Spells

Complex Hallucination: Create a phantasm with effects for all senses.

Controlled Fireball: As *fireball*, but secretly deals less damage to your allies.

Illusion of Treachery: Make it seem like another is also responsible for your attacks.

Instant Fake: Provide a short-term replica of an object.

Quieting Weapons: Weapons make no sound and quiet their victims.

5th-Level Magus Spells

Glimpse of Truth: Gain *true seeing* for 1 round.

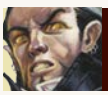
Scripted Hallucination: As *complex hallucination*, but without concentration.

6th-Level Magus Spells

Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.

Treacherous Teleport: As *teleport*, except you choose some creatures to suffer a mishap or go elsewhere.

Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.



Medium Spells

1st-Level Medium Spells

Auditory Hallucination: Create a phantasm with auditory effects.

Cultural Adaptation: Adapt to fit the local culture.

Know Peerage: Target uses your Knowledge (nobility) ranks.

Rumormonger: Follow a rumor to see where it spreads.

Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Medium Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.

Aura of the Unremarkable: Make actions seem mundane to nearby creatures.

Codespeak: Speak, read, and write a new code language.

Detect Anxieties: Learn what makes creatures anxious.

Detect Desires: Learn what creatures desire.

Detect Magic, Greater: As *detect magic*, but learn more information.

Pack Empathy: Create an empathic bond with allies.

Shifted Steps: Make a target sound as if elsewhere.

Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

3rd-Level Medium Spells

Complex Hallucination: Create a phantasm with effects for all senses.

Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.

Deceitful Veneer: Make someone seem like an obvious liar.

Demanding Message: Send messages as per *message* with a *suggestion* for one creature.

Entice Fey, Lesser: Entice service from a fey of 6 Hit Dice or fewer.

False Future: Cause divinations of the future to reveal the result you choose.

Glimpse of Truth: Gain *true seeing* for 1 round.

Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.

Red Hand of the Killer: Stain the hand of a creature's killer red.

Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

4th-Level Medium Spells

Conjuration Foil: Interfere with nearby teleportation effects.

Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.

Prognostication: Gain cryptic information from further in the future than *divination*.

Scripted Hallucination: As *complex hallucination*, but without concentration.

Mesmerist Spells

1st-Level Mesmerist Spells

Aphasia: Prevent a target from understanding language.

Auditory Hallucination: Create a phantasm with auditory effects.

Compulsive Liar: Prevent target from speaking the truth.

Crime of Opportunity: Compel a target to take a criminal action.

Obscure Poison: Make it harder to detect a poison or a venomous creature.

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Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Mesmerist Spells

Build Trust: Gain various bonuses when interacting with the target.
Codespeak: Speak, read, and write a new code language.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Deflect Blame: Blame someone else for your action.
Detect Anxieties: Learn what makes creatures anxious.
Detect Magic, Greater: As *detect magic*, but learn more information.
False Belief: Temporarily plant a false memory.
Hidden Presence: Prevent creatures from noticing your presence.
Know Peerage: Target uses your Knowledge (nobility) ranks.
Matchmaker: Cause two creatures to fall in love.
Open Book: Make it permanently easier to learn more about a target.
Phantasmal Affliction: Convince a target that it contracted an affliction.
Rumormonger: Follow a rumor to see where it spreads.
Shamefully Overdressed: Force target to remove equipment.
Shifted Steps: Make a target sound as if elsewhere.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

3rd-Level Mesmerist Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.
Aura of the Unremarkable: Make actions seem mundane to nearby creatures.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Demanding Message: Send messages as per *message* with a *suggestion* for one creature.
Detect Desires: Learn what creatures desire.
False Future: Cause divinations of the future to reveal the result you choose.
Illusion of Treachery: Make it seem like another is also responsible for your attacks.
Instant Fake: Provide a short-term replica of an object.
Magic Aura, Greater: As *magic aura*, but also affects creatures and allows more options.
They Know: Convince target that a nearby creature knows her greatest secret.
Trade Items: Swap a focus object with a target object.

4th-Level Mesmerist Spells

Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Complex Hallucination: Create a phantasm with effects for all senses.
Curse of the Outcast: Curse someone to rub people the wrong way.
Deceitful Veneer: Make someone seem like an obvious liar.
Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.
Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

5th-Level Mesmerist Spells

Crime Wave: Compel targets to commit criminal actions.
Mage's Decree: Send a message to creatures within miles.
Pox of Rumors: Curse a creature to attract nasty rumors.
Scripted Hallucination: As *complex hallucination*, but without concentration.

6th-Level Mesmerist Spells

Demanding Message, Mass: Send messages as per *message* with one *suggestion* for each creature.
False Vision, Greater: As *false vision*, but moves with the target.
Life of Crime: Permanently turn someone into a crazed criminal.
Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.

Occultist Spells

1st-Level Occultist Spells

Auditory Hallucination: Create a phantasm with auditory effects.
Cultural Adaptation: Adapt to fit the local culture.
Desperate Weapon: Create an improvised weapon.
Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Occultist Spells

Codespeak: Speak, read, and write a new code language.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Detect Magic, Greater: As *detect magic*, but learn more information.
Know Peerage: Target uses your Knowledge (nobility) ranks.
Shifted Steps: Make a target sound as if elsewhere.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

3rd-Level Occultist Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.
Ghost Brand: Allow an item to transform into a brand and back.
Instant Fake: Provide a short-term replica of an object.

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Magic Aura, Greater: As *magic aura*, but also affects creatures and allows more options.
Meticulous Match: Determine if two things are identical.
Pocketful of Vipers: Ward a container with summoned vipers.
Selective Alarm: As *alarm*, but only against selected creatures.
Undetectable Trap: Make a trap extremely difficult to find.
Urban Step: Step into one doorway and out another.

4th-Level Occultist Spells

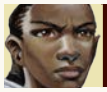
Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Complex Hallucination: Create a phantasm with effects for all senses.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Conjuration Foil: Interfere with nearby teleportation effects.
Controlled Fireball: As *fireball*, but secretly deals less damage to your allies.
Demanding Message: Send messages as per *message* with a *suggestion* for one creature.
Glimpse of Truth: Gain *true seeing* for 1 round.
Illusion of Treachery: Make it seem like another is also responsible for your attacks.
Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.
Peacebond, Greater: As *peacebond*, but on multiple weapons, even if they aren't sheathed.
Poisonous Balm: As *cure serious wounds*, but leave behind a latent venom.
Quieting Weapons: Weapons make no sound and quiet their victims.
Red Hand of the Killer: Stain the hand of a creature's killer red.
Unerring Tracker: Follow an entire trail unerringly.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

5th-Level Occultist Spells

Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.
Scripted Hallucination: As *complex hallucination*, but without concentration.

6th-Level Occultist Spells

Break, Greater: Break all nearby objects.
Demanding Message, Mass: Send messages as per *message* with one *suggestion* for each creature.
Treacherous Teleport: As *teleport*, except you choose some creatures to suffer a mishap or go elsewhere.
Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.



Paladin Spells

1st-Level Paladin Spells

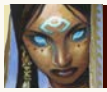
Build Trust: Gain various bonuses when interacting with the target.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Detect the Faithful: Find others of the same faith.
Know Peerage: Target uses your Knowledge (nobility) ranks.

3rd-Level Paladin Spells

Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
They Know: Convince target that a nearby creature knows her greatest secret.

4th-Level Paladin Spells

Absolution: Removes enchantments and forgives actions taken under their effects.
Red Hand of the Killer: Stain the hand of a creature's killer red.



Psychic Spells

1st-Level Psychic Spells

Aphasia: Prevent a target from understanding language.
Auditory Hallucination: Create a phantasm with auditory effects.
Cultural Adaptation: Adapt to fit the local culture.
Fabricate Disguise: Create a disguise in an instant.
Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Psychic Spells

Build Trust: Gain various bonuses when interacting with the target.
Codespeak: Speak, read, and write a new code language.
Compulsive Liar: Prevent target from speaking the truth.
Deflect Blame: Blame someone else for your action.
Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Detect Magic, Greater: As *detect magic*, but learn more information.
False Belief: Temporarily plant a false memory.
Hidden Presence: Prevent creatures from noticing your presence.
Know Peerage: Target uses your Knowledge (nobility) ranks.
Open Book: Make it permanently easier to learn more about a target.
Shifted Steps: Make a target sound as if elsewhere.

3rd-Level Psychic Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.

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Aura of the Unremarkable: Make actions seem mundane to nearby creatures.
Demanding Message: Send messages as per *message* with a *suggestion* for one creature.
Disrupt Silence: Disrupt all silence effects in an area.
Phantasmal Affliction: Convince a target that it contracted an affliction.
Rumormonger: Follow a rumor to see where it spreads.
Selective Alarm: As *alarm*, but only against selected creatures.
Shamefully Overdressed: Force target to remove equipment.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

4th-Level Psychic Spells

Complex Hallucination: Create a phantasm with effects for all senses.
Conjuration Foil: Interfere with nearby teleportation effects.
Deadman's Contingency: Set one of a list of contingencies for your demise.
Deceitful Veneer: Make someone seem like an obvious liar.
False Future: Cause divinations of the future to reveal the result you choose.
Glimpse of Truth: Gain *true seeing* for 1 round.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.
Illusion of Treachery: Make it seem like another is also responsible for your attacks.
Magic Aura, Greater: As *magic aura*, but also affects creatures and allows more options.
Quieting Weapons: Weapons make no sound and quiet their victims.
They Know: Convince target that a nearby creature knows her greatest secret.
Trace Teleport: Determine where and when teleportation occurred, and glimpse the origin or destination.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

5th-Level Psychic Spells

Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.
Peacebond, Greater: As *peacebond*, but on multiple weapons, even if they aren't sheathed.
Red Hand of the Killer: Stain the hand of a creature's killer red.
Scripted Hallucination: As *complex hallucination*, but without concentration.

6th-Level Psychic Spells

Break, Greater: Break all nearby objects.
Demanding Message, Mass: Send messages as per *message* with one *suggestion* for each creature.
Mage's Decree: Send a message to creatures within miles.
Prognostication: Gain cryptic information from further in the future than *divination*.
Treacherous Teleport: As *teleport*, except you choose some creatures to suffer a mishap or go elsewhere.
Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.

7th-Level Psychic Spells

Crime Wave: Compel targets to commit criminal actions.
False Vision, Greater: As *false vision*, but moves with the target.
Hollow Heroism, Greater: Provide a *greater heroism* effect that you can reverse at any time.
Permanent Hallucination: As *scripted hallucination*, but permanent.
Pox of Rumors: Curse a creature to attract nasty rumors.

8th-Level Psychic Spells

Instant Summons, Greater: As *instant summons*, but for multiple objects and creatures.
Life of Crime: Permanently turn someone into a crazed criminal.
True Prognostication: Gain incredibly cryptic information from the distant future.

9th-Level Psychic Spells

Resplendent Mansion: Conjure an opulent mansion several stories tall.

Ranger Spells

1st-Level Ranger Spells

Desperate Weapon: Create an improvised weapon.
Detect the Faithful: Find others of the same faith.
Handy Grapnel: Transform a ropelike object into a retracting grapple.
Underbrush Decoy: Create a rustling distraction to hide.

2nd-Level Ranger Spells

Pack Empathy: Create an empathic bond with allies.
Selective Alarm: As *alarm*, but only against selected creatures.
Undetectable Trap: Make a trap extremely difficult to find.

3rd-Level Ranger Spells

Aerial Tracks: Track flying creatures through the air.
Animal Ambassador: Grant an animal messenger sentience to deliver your message.
Insect Spies: Use magic beetles as spies.
Instant Fake: Provide a short-term replica of an object.

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Meticulous Match: Determine if two things are identical.
Pocketful of Vipers: Ward a container with summoned vipers.
Quieting Weapons: Weapons make no sound and quiet their victims.

4th-Level Ranger Spells

Entice Fey, Lesser: Entice service from a fey of 6 Hit Dice or fewer.
Overwhelming Poison: Make a poison more difficult to resist.
Unerring Tracker: Follow an entire trail unerringly.

Shaman Spells

1st-Level Shaman Spells

Detect the Faithful: Find others of the same faith.
Obscure Poison: Make it harder to detect a poison or a venomous creature.
Underbrush Decoy: Create a rustling distraction to hide.

2nd-Level Shaman Spells

Detect Magic, Greater: As *detect magic*, but learn more information.
Languid Venom: Delay a poison's onset and hide its presence.

3rd-Level Shaman Spells

Pocketful of Vipers: Ward a container with summoned vipers.

4th-Level Shaman Spells

Aerial Tracks: Track flying creatures through the air.
Animal Ambassador: Grant an animal messenger sentience to deliver your message.
Bountiful Banquet: Create a luxurious feast for two creatures/level.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Contingent Venom: As *languid venom*, but with a triggering condition.
False Future: Cause divinations of the future to reveal the result you choose.
Glimpse of Truth: Gain *true seeing* for 1 round.
Poisonous Balm: As *cure serious wounds*, but leave behind a latent venom.
They Know: Convince target that a nearby creature knows her greatest secret.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

5th-Level Shaman Spells

Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Entice Fey, Lesser: Entice service from a fey of 6 Hit Dice or fewer.
Swallow Poison: Protect yourself from ingested poison, then spit it out in a cone.

6th-Level Shaman Spells

Curse of the Outcast: Curse someone to rub people the wrong way.
Overwhelming Poison: Make a poison more difficult to resist.
Prognostication: Gain cryptic information from further in the future than *divination*.
Reincarnate Spy: As *reincarnate*, but creating a body similar to that of a chosen creature, and you secretly keep part of the body.

7th-Level Shaman Spells

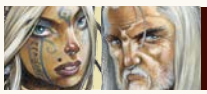
Entice Fey: Entice service from a fey of 12 Hit Dice or fewer.

8th-Level Shaman Spells

False Resurrection: Appear to resurrect someone but instead allow a shadow demon to possess the corpse.
True Prognostication: Gain incredibly cryptic information from the distant future.

9th-Level Shaman Spells

Entice Fey, Greater: Entice service from a fey of 18 Hit Dice or fewer.



Sorcerer/Wizard Spells

1st-Level Sorcerer/Wizard Spells

Aphasia: Prevent a target from understanding language.
Auditory Hallucination: Create a phantasm with auditory effects.
Cultural Adaptation: Adapt to fit the local culture.
Desperate Weapon: Create an improvised weapon.
Fabricate Disguise: Create a disguise in an instant.
Handy Grapnel: Transform a ropelike object into a retracting grapple.
Obscure Poison: Make it harder to detect a poison or a venomous creature.
Open and Shut: Obfuscate whether a door is open or closed.
Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Sorcerer/Wizard Spells

Codespeak: Speak, read, and write a new code language.
Compulsive Liar: Prevent target from speaking the truth.
Dark Whispers: Whisper through the shadows.
Detect Magic, Greater: As *detect magic*, but learn more information.
Dress Corpse: Doctor the evidence on a corpse.
Hidden Presence: Prevent creatures from noticing your presence.
Know Peerage: Target uses your Knowledge (nobility) ranks.

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Languid Venom: Delay a poison's onset and hide its presence.
Shifted Steps: Make a target sound as if elsewhere.

3rd-Level Sorcerer/Wizard Spells

Audiovisual Hallucination: Create a phantasm with auditory and visual effects.
Conjure Carriage: Create a fine carriage.
Deflect Blame: Blame someone else for your action.
Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Matchmaker: Cause two creatures to fall in love.
Open Book: Make it permanently easier to learn more about a target.
Pack Empathy: Create an empathic bond with allies.
Phantasmal Affliction: Convince a target that it contracted an affliction.
Selective Alarm: As *alarm*, but only against selected creatures.
Urban Step: Step into one doorway and out another.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

4th-Level Sorcerer/Wizard Spells

Aura of the Unremarkable: Make actions seem mundane to nearby creatures.
Complex Hallucination: Create a phantasm with effects for all senses.
Conjuration Foil: Interfere with nearby teleportation effects.
Contingent Venom: As *languid venom*, but with a triggering condition.
Controlled Fireball: As *fireball*, but secretly deals less damage to your allies.
Deadman's Contingency: Set one of a list of contingencies for your demise.
Demanding Message: Send messages as per *message* with a *suggestion* for one creature.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.
Illusion of Treachery: Make it seem like another is also responsible for your attacks.
Insect Spies: Use magic beetles as spies.
Instant Fake: Provide a short-term replica of an object.
Magic Aura, Greater: As *magic aura*, but also affects creatures and allows more options.
Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.
Meticulous Match: Determine if two things are identical.
Quieting Weapons: Weapons make no sound and quiet their victims.
Trade Items: Swap a focus object with a target object.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

5th-Level Sorcerer/Wizard Spells

Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
False Future: Cause divinations of the future to reveal the result you choose.
Glimpse of Truth: Gain *true seeing* for 1 round.
Peacebond, Greater: As *peacebond*, but on multiple weapons, even if they aren't sheathed.
Red Hand of the Killer: Stain the hand of a creature's killer red.
Scripted Hallucination: As *complex hallucination*, but without concentration.
Trace Teleport: Determine where and when teleportation occurred, and glimpse the origin or destination.

6th-Level Sorcerer/Wizard Spells

Break, Greater: Break all nearby objects.
Illusion of Treachery, Greater: Make it seem like another is responsible for your attacks while concealing your own actions.
Mage's Decree: Send a message to creatures within miles.
Treacherous Teleport: As *teleport*, except you choose some creatures to suffer a mishap or go elsewhere.
Triggered Hallucination: As *scripted hallucination*, but it only appears when triggered.

7th-Level Sorcerer/Wizard Spells

Crime Wave: Compel targets to commit criminal actions.
Demanding Message, Mass: Send messages as per *message* with one *suggestion* for each creature.
False Vision, Greater: As *false vision*, but moves with the target.
Hollow Heroism, Greater: Provide a *greater heroism* effect that you can reverse at any time.
Insect Spies, Greater: Use magic beetles as spies and also share their senses.
Permanent Hallucination: As *scripted hallucination*, but permanent.
Pox of Rumors: Curse a creature to attract nasty rumors.

8th-Level Sorcerer/Wizard Spells

Instant Summons, Greater: As *instant summons*, but for multiple objects and creatures.
Life of Crime: Permanently turn someone into a crazed criminal.

9th-Level Sorcerer/Wizard Spells

Resplendent Mansion: Conjure an opulent mansion several stories tall.

Spiritualist Spells

2nd-Level Spiritualist Spells

Detect Magic, Greater: As *detect magic*, but learn more information.
Shifted Steps: Make a target sound as if elsewhere.

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3rd-Level Spiritualist Spells

Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Pack Empathy: Create an empathic bond with allies.
Selective Alarm: As *alarm*, but only against selected creatures.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

4th-Level Spiritualist Spells

Conjuration Foil: Interfere with nearby teleportation effects.
False Future: Cause divinations of the future to reveal the result you choose.
Ghost Brand: Allow an item to transform into a brand and back.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.
Majestic Image: As *enter image*, but also gain bonuses on social skills while in the image.
Quieting Weapons: Weapons make no sound and quiet their victims.
Red Hand of the Killer: Stain the hand of a creature's killer red.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

5th-Level Spiritualist Spells

Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Glimpse of Truth: Gain *true seeing* for 1 round.
Pox of Rumors: Curse a creature to attract nasty rumors.

6th-Level Spiritualist Spells

Prognostication: Gain cryptic information from further in the future than *divination*.

Summoner Spells

2nd-Level Summoner Spells

Dark Whispers: Whisper through the shadows.
Detect Magic, Greater: As *detect magic*, but learn more information.

3rd-Level Summoner Spells

Conjuration Foil: Interfere with nearby teleportation effects.
Conjure Carriage: Create a fine carriage.
Insect Spies: Use magic beetles as spies.
Pack Empathy: Create an empathic bond with allies.
Selective Alarm: As *alarm*, but only against selected creatures.
Trade Items: Swap a focus object with a target object.
Urban Step: Step into one doorway and out another.

4th-Level Summoner Spells

Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.

5th-Level Summoner Spells

Mage's Decree: Send a message to creatures within miles.

6th-Level Summoner Spells

Insect Spies, Greater: Use magic beetles as spies and also share their senses.
Treacherous Teleport: As *teleport*, except you choose some creatures to suffer a mishap or go elsewhere.

Witch Spells

1st-Level Witch Spells

Aphasia: Prevent a target from understanding language.
Fabricate Disguise: Create a disguise in an instant.
Obscure Poison: Make it harder to detect a poison or a venomous creature.
Open and Shut: Obfuscate whether a door is open or closed.
Wizened Appearance: Make a target appear as an older version of itself.

2nd-Level Witch Spells

Compulsive Liar: Prevent target from speaking the truth.
Conditional Favor: Provide another spell whose effects reverse if the target breaks a restriction.
Dark Whispers: Whisper through the shadows.
Detect Magic, Greater: As *detect magic*, but learn more information.
Dress Corpse: Doctor the evidence on a corpse.
Hidden Presence: Prevent creatures from noticing your presence.

3rd-Level Witch Spells

Conjure Carriage: Create a fine carriage.
Detect Anxieties: Learn what makes creatures anxious.
Detect Desires: Learn what creatures desire.
Matchmaker: Cause two creatures to fall in love.
Open Book: Make it permanently easier to learn more about a target.
Pack Empathy: Create an empathic bond with allies.
Phantasmal Affliction: Convince a target that it contracted an affliction.
Pocketful of Vipers: Ward a container with summoned vipers.
Voluminous Vocabulary: Grant ability to speak, read, and write one or more languages for 8 hours.

4th-Level Witch Spells

Complex Hallucination: Create a phantasm with effects for all senses.
Conditional Curse: Bestow a curse that is difficult to remove without fulfilling a condition.
Conjuration Foil: Interfere with nearby teleportation effects.
Deadman's Contingency: Set one of a list of contingencies for your demise.
Demanding Message: Send messages as per *message* with a *suggestion* for one creature.

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False Future: Cause divinations of the future to reveal the result you choose.
Ghost Brand: Allow an item to transform into a brand and back.
Hollow Heroism: Provide a *heroism* effect that you can reverse at any time.
Insect Spies: Use magic beetles as spies.
Meticulous Match: Determine if two things are identical.
They Know: Convince target that a nearby creature knows her greatest secret.
Vicarious View: Plant a scrying sensor that you can use to spy on a creature, object, or location.

5th-Level Witch Spells

Charm Person, Mass: As *charm person*, but affects multiple creatures within 30 ft.
Deceitful Veneer: Make someone seem like an obvious liar.
Glimpse of Truth: Gain *true seeing* for 1 round.
Peacebond, Greater: As *peacebond*, but on multiple weapons, even if they aren't sheathed.
Poisonous Balm: As *cure serious wounds*, but leave behind a latent venom.
Red Hand of the Killer: Stain the hand of a creature's killer red.
Swallow Poison: Protect yourself from ingested poison, then spit it out in a cone.

6th-Level Witch Spells

Curse of the Outcast: Curse someone to rub people the wrong way.
Mage's Decree: Send a message to creatures within miles.
Overwhelming Poison: Make a poison more difficult to resist.
Prognostication: Gain cryptic information from further in the future than *divination*.

7th-Level Witch Spells

Demanding Message, Mass: Send messages as per *message* with one *suggestion* for each creature.
Hollow Heroism, Greater: Provide a *greater heroism* effect that you can reverse at any time.
Insect Spies, Greater: Use magic beetles as spies and also share their senses.
Pox of Rumors: Curse a creature to attract nasty rumors.
Reincarnate Spy: As *reincarnate*, but creating a body similar to that of a chosen creature, and you secretly keep part of the body.

8th-Level Witch Spells

False Resurrection: Appear to resurrect someone but instead allow a shadow demon to possess the corpse.
Instant Summons, Greater: As *instant summons*, but for multiple objects and creatures.
True Prognostication: Gain incredibly cryptic information from the distant future.

Spells

ABSOLUTION

School abjuration; **Level** cleric 4, paladin 4
Casting Time 1 round
Components V, S, M (a vial of holy water), DF
Range touch
Target living creature touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You purge impure thoughts from the target's mind and fill him with exultant relief at the forgiveness of his sins. *Absolution* ends all charm or compulsion effects affecting the target (including harmless compulsions, such as *heroism*) as per *break enchantment*. If the target was forced to perform any actions contrary to his alignment, monk vows, paladin oath, or similar code of conduct by that charm or compulsion effect, that action doesn't cause him to lose access to class abilities, including divine spellcasting.

Unlike an *atonement* spell, *absolution* can't reverse alignment change or the effects of willing transgressions, induce a creature to change its alignment, or restore class abilities lost because of misdeeds performed in the past. *Absolution* automatically works if the caster and the target share the same alignment or the same patron deity. If they don't, but their alignments are within one step of each other, *absolution* has a 5% chance of success per caster level. If neither of these is true, the spell automatically fails.

If using the honor subsystem (*Pathfinder RPG Ultimate Campaign* 160), casting *absolution* also eliminates the honor loss for events and actions committed by the target while he was affected by a charm or compulsion effect that the spell ended.

AERIAL TRACKS

School divination [air]; **Level** druid 4, inquisitor 4, ranger 3, shaman 4
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Area circle centered on you, with a radius of 100 feet + 10 feet per level
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You cause the air in the area to ripple where creatures have flown through it up to 1 day ago per caster level. These aerial ripples are tinged by glowing wisps, providing enough illumination to follow the tracks without penalties due to poor lighting. The area moves with you, allowing you to follow the tracks through the air over long distances provided you can fly or follow the route along the ground within range to read the aerial tracks. Other creatures can also follow the trail as long as they move with you. The base DC of Survival checks to track creatures through the air with this spell is the same as tracking creatures across soft ground.

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Animal Ambassador

School enchantment (compulsion) [mind-affecting]; **Level** bard 4, druid 4, ranger 3, shaman 4
Casting Time 10 minutes
Components V, S, M (a morsel of food the animal likes)
Range close (25 ft. + 5 ft./2 levels)
Target one Medium or smaller animal
Duration 1 day/level or until message is delivered
Saving Throw none (see text); **Spell Resistance** no

You compel a single animal to travel to a spot you designate and deliver a message to a creature you identify. This spell is similar to *animal messenger,* but can affect larger animals. In addition, the target animal is temporarily awakened to sentience (as the *awaken* spell) for the duration of this spell, and it can use its increased mental acuity to come up with creative solutions to overcome obstacles to delivering its message. The awakened target animal speaks any one language you know. In addition, you can imbue the animal with up to 5 ranks in any of the following skills: Bluff, Diplomacy, Knowledge (local), Knowledge (nobility), Linguistics, or Sense Motive. It treats any of these skills that are class skills for you as class skills. The number of ranks you imbue in any of these skills can't exceed the target animal's Hit Dice nor the number of ranks you possess in that skill.

The message you send with your *animal ambassador* can be a verbal message, which the awakened target animal can speak using its own voice or deliver using your voice. It can engage in conversation using its own intellect, knowledge, and linguistic abilities. The *animal ambassador* is loyal to you, but it is otherwise susceptible to mind-affecting effects like any other creature. You can also send your *animal ambassador* with an object or container that is within its physical ability to carry, making it deliver the contents to the target of your intended message. If the object it is given to carry is poisonous, trapped, or otherwise inherently dangerous (even if it would normally be dangerous only to the creature receiving it rather than the animal), or if you or your allies attack the target animal, the *animal ambassador* spell fails and the animal becomes hostile toward you. The *animal ambassador* intelligently but single-mindedly attempts to deliver the message to its intended target, and you can't task it with other tasks like fighting, scouting, searching for traps, and so on. It leaves on its delivery once it receives its message.

Once the *animal ambassador* has located its target and delivered its message (and object, if desired), its enhanced mental abilities fade within 2d6 minutes. The spell then ends, even if its duration hasn't elapsed.

Aphasia

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, mesmerist 1, psychic 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range close (25 ft.+ 5 ft./2 levels)
Target one creature
Duration 1 round/level
Saving Throw Will negates (see text); **Spell Resistance** yes

You render the target unable to understand any language, including spoken language, written language, sign language, gestures attempting to mimic a crude language, or even truespeech and telepathy. The affected creature is unable to communicate, use command words, cast spells with verbal components, or use any other abilities that requires language.

At the end of each of its turns, the subject can attempt a new saving throw to end the effect.

Tongues counters and dispels *aphasia*, and a creature with the *tongues* spell active is immune to *aphasia*. Oracles with the tongues curse ignore *aphasia* in combat.

Audiovisual Hallucination

School illusion (phantasm) [mind-affecting]; **Level** bard 3, magus 3, medium 2, mesmerist 3, occultist 3, psychic 3, sorcerer/wizard 3
Duration concentration + 3 rounds (D)

This spell functions as *auditory hallucination*, except that you can include the image of any object, creature, or force you imagine or identify for the targets to imagine. You can move the image while you concentrate. After you cease concentration, you can define simple movements or changes for the phantasm to perform that can be explained in 25 words or fewer.

The image disappears when struck by an opponent unless you cause the illusion to react appropriately or instruct it to do so. Its AC is equal to 10 + the level of this spell.

Auditory Hallucination

School illusion (phantasm) [mind-affecting]; **Level** bard 1, magus 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1
Casting Time 1 standard action
Components S
Range long (400 ft. + 40 ft./level)
Target one creature/level, no two of which can be more than 30 ft. apart
Duration concentration
Saving Throw Will disbelief; **Spell Resistance** yes

You cause the targets to believe they hear any sound you imagine. The sound can include intelligible speech. Instead of precisely imagining a sound, you can identify a sound the subjects know and they imagine it doing what you describe as you cast the spell. For example, you could cast this spell on orc warriors and have them imagine the sound of their chieftain calling for help, even if you've never heard their chieftain and even if the chieftain speaks in a language you don't understand. All targets hear the same hallucination. You can change the sound as part of concentrating on the spell.

Aura of the Unremarkable

School enchantment (compulsion) [mind-affecting]; **Level** bard 3, medium 2, mesmerist 3, psychic 3, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, M (a white feather)
Range 30 ft.
Target non-allied creatures within a 30-ft. emanation

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Duration 1 minute/level (D) and instantaneous
Saving Throw Will negates; **Spell Resistance** yes
An invisible sphere of magic surrounds you, clouding the minds of creatures in the area so they regard even the strangest actions as innocuous. For example, if you and your allies are beating a member of the city guard for information, creatures within the area don't think this is unusual or cause for alarm; if your ally is aiming a crossbow at the queen from a balcony, the affected creatures accept this as normal and unworthy of concern. Any hostile actions by you or your allies against a creature or its allies break the effect of the spell for that creature. When the spell ends (or when the affected creatures move outside of the range of the emanation), observers see things normally but altered perceptions from the earlier events remain. Each mention of the events as noteworthy (such as being questioned about them by an authority figure) allows the target another Will save to break the effect and remember things normally.

BOUNTIFUL BANQUET

School conjuration (creation); **Level** bard 4, cleric 4, druid 4, shaman 4
Casting Time 10 minutes
Components V, S, M (a turkey bone)
Range close (25 ft. + 5 ft./2 levels)
Effect feast for two creatures/level
Duration 1 hour; see text
Saving Throw none; **Spell Resistance** no
You conjure a beautiful and delicious feast with hors d'oeuvres, four courses worth of food, and plentiful drink. The food appears on ornate serving trays or in exquisite covered tureens, as appropriate to each type of dish. Place settings and serving utensils also appear—enough for each creature that will participate in the feast—along with elegant tablecloths and table linens. The spell doesn't create furniture, but the feast does adapt to appear on top of existing tables (or similar objects in the environment).

Though the feast and all the finery last only 1 hour, creatures that partake remain nourished and sated for 24 hours. Though you have little control over the fine details of the feast, you can specify what type of dish you want for each course and what sorts of beverages are provided. The feast automatically adjusts depending on the type of spellcaster you are. For instance, a druid casting this spell typically creates a spread of natural berries, whole roasted animals, and sweet (and possibly fermented) nectar for beverages, all on rough-hewn wooden plates with chopsticks instead of silverware and sizable leaves replacing napkins.

BREAK, GREATER

School transmutation; **Level** bloodrager 4, occultist 6, psychic 6, sorcerer/wizard 6
Casting Time 1 round
Components V, S, M (an unbroken platinum tuning fork worth 100 gp)
Range 30 ft.
Targets all Medium or smaller objects in a 30-ft. burst centered on you
Duration instantaneous
Saving Throw none; **Spell Resistance** yes (object)
You release a burst of destructive energy. Each Medium or smaller object in the area gains the broken condition unless it succeeds at a Fortitude saving throw. If a broken object fails this save, it is instead destroyed. Magic items can be broken by this spell, but not destroyed. Objects in your possession are not immune.

BUILD TRUST

School divination; **Level** bard 2, cleric 2, inquisitor 2, mesmerist 2, paladin 1, psychic 2
Casting Time 1 standard action
Components V, S, M (a gold piece)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 day/level; see text
Saving Throw Will negates; **Spell Resistance** yes
You get a sense of the best way to interact with the target in order to encourage positive regard and fellowship toward you. You gain a +2 circumstance bonus on all Charisma checks and Charisma-based skill checks you attempt when interacting with the target. In addition, whenever you fail a Charisma

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check or Charisma-based skill check when interacting with the target, you can reroll the check as an immediate action. Attempting this reroll grants the target a new saving throw to end the spell. The target doesn't become hostile to you when the spell ends, but it does become disillusioned of its new trust in you. Attacking the target or taking an obvious hostile action against it automatically ends the spell.

If you are using the contacts rules (*Ultimate Campaign* 148), your trust score with the target increases by 1 for the duration of the spell. If you're using the individual influence system (see pages 102–109), if the target fails its initial saving throw you learn one of its influence skills, strengths, or weaknesses as though you had succeeded at a discovery check.

CHARM PERSON, MASS

School enchantment (charm) [mind-affecting]; **Level** bard 4, mesmerist 4, occultist 4, psychic 5, shaman 5, sorcerer/wizard 5, witch 5
Target one or more humanoid creatures, no two of which can be more than 30 ft. apart
Duration 1 hour/level
This spell functions like *charm person*, except that *mass charm person* affects a number of humanoid creatures whose combined Hit Dice don't exceed twice your level. If there are more potential targets than you can affect, you choose them one at a time until you reach the limit of HD you can affect. If you cast *mass charm person* on only one creature, you ignore the spell's HD limit.

CODESPEAK

School transmutation; **Level** bard 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (a complex rune inscribed on a slip of paper that is then placed under your tongue)
Range close (25 ft. + 5 ft./2 levels)
Target you plus one willing creature per 2 levels, no two of which can be more than 30 ft. apart
Duration 10 min./level (D)
Saving Throw none; **Spell Resistance** no
Upon casting this spell, all recipients gain the ability to speak a new language. This language sounds like random, babbling syllables to anyone not under the influence of the spell, but the targets understand each other perfectly.

Anyone using *codespeak* can read and write in this new language as well. Once the spell expires, however, any coded writing suddenly appears as gibberish. If the exact same group of individuals become the targets of a *codespeak* spell again, cast by the same caster, they can once again read any coded writings. A dedicated codebreaker can crack such writing's code, deciphering it one page at a time with a series of DC 30 Linguistics checks.

Comprehend languages doesn't enable a caster to understand the language of another's *codespeak* spell, but it does reveal that the targets are speaking a magical language. *Tongues* translates *codespeak* normally.

COMPLEX HALLUCINATION

School illusion (phantasm) [mind-affecting]; **Level** bard 4, magus 4, medium 3, mesmerist 4, occultist 4, psychic 4, sorcerer/wizard 4, witch 4
Duration concentration + 3 rounds
This spell functions as *audiovisual hallucination* (see page 204), except that the phantasm you create can also include olfactory, tactile, and thermal effects.

COMPULSIVE LIAR

School enchantment (compulsion) [mind-affecting]; **Level** bard 1, mesmerist 1, psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level (D)
Saving Throw Will negates; **Spell Resistance** yes
The target becomes unable to speak the truth. Lies the target speaks don't need to be convincing, nor do they even need to be consistent, but they can't be true as far as the target is aware. This extends to non-verbal communication, such as hand signs or written notes. The spell allows talking in metaphors and talking about fictional figures.

The spell doesn't affect the target's ability to say things that are neither true nor false, such as questions, commands, or verbal spell components. If the target of this spell is simultaneously compelled to tell the truth (for instance, by being within a *zone of truth*), the target is only able to say things that are neither true nor false.

CONDITIONAL CURSE

School necromancy [curse[UM]]; **Level** antipaladin 4, cleric 4, inquisitor 4, medium 3, mesmerist 3, occultist 4, psychic 5, shaman 4, sorcerer/wizard 5, spiritualist 5, witch 4
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent (see text)
Saving Throw Will negates; **Spell Resistance** yes
This spell functions as *bestow curse*, except that you must state a condition under which the curse is broken, ending its effect. An intelligent target, even one of animal intelligence, innately understands this condition even if it doesn't understand your language. The condition must be possible for the target to bring about within a year and a day without ensuring its own death and stated in 25 or fewer words. The curse is more difficult to remove via magic. The DC to remove *conditional curse* with *break enchantment* or *remove curse* increases by 5.

CONDITIONAL FAVOR

School abjuration; **Level** antipaladin 1, bard 2, cleric 2, inquisitor 2, mesmerist 2, occultist 2, paladin 1, witch 2
Casting Time 1 swift action
Components V

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Target 1 creature
Duration 1 day/level (D)
Saving Throw none (see below); **Spell Resistance** yes
You must cast this spell immediately before casting another spell on the same creature, eliciting a promise or warning against a behavior and binding the target to the paired spell. If you don't cast a paired spell, *conditional favor* has no effect. The paired spell must be from the abjuration, conjuration (healing), enchantment, or transmutation school or subschool, and must be cast on a willing creature. If the spell's recipient violates the oath or prohibition while *conditional favor* remains in effect, the paired spell is undone as if never cast. If the spell was a healing spell, the hit point damage or condition you removed returns immediately, even if the subject has enjoyed subsequent rest or healing. Poisons, diseases, curses, restored ability damage, and negative levels removed by the paired spell return as well.

Conditional favor recognizes the spirit of your condition and doesn't trigger a violation due to unintended consequences or circumstances that the subject could not predict with her current knowledge of the situation. For instance, if the prohibition prevented the subject from laying a finger on royalty, touching a disguised prince would not count as a violation if the subject did not recognize the prince, nor would touching a member of royalty while dominated. The subject of the spell intuitively knows beforehand whether an action will cause it to lose the paired spell's benefit.

CONJURATION FOIL

School abjuration; **Level** bard 4, magus 3, medium 4, occultist 4, psychic 4, sorcerer/wizard 4, spiritualist 4, summoner 3, witch 4
Casting Time 1 immediate action
Components S
Range medium (100 ft. + 10 ft./level)
Area 20-foot radius spread
Duration 1 round
Saving Throw Will partial (see text); **Spell Resistance** yes (object)
All creatures in the area gain a +4 bonus on saving throws against teleportation effects. If any creature would enter or depart the area via a summoning or teleportation effect, that creature takes 1d6 points of damage per spell level of the triggering effect (or half the HD of the originating creature if the effect has no spell level) and arrives in a random similar location within the triggering effect's range, rather than the intended destination. A successful Will save halves the damage and negates the altered destination.

CONJURE CARRIAGE

School conjuration (creation); **Level** bard 3, magus 3, sorcerer/wizard 3, summoner 3, witch 3
Casting Time 1 round
Components V, S, M (a gourd)
Range close (25 ft. + 5 ft./2 levels)
Effect one quasi-real carriage, horses, and driver
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no
You create a fine wooden carriage with whatever cosmetic embellishments you desire. It is well constructed, although not exceptionally ostentatious. The carriage can carry up to six Medium or Small passengers. When conjured, the carriage comes with a team of two quasi-real light horses, which are already harnessed to the carriage. At your command, an invisible coachman similar to an *unseen servant* can assume the role of driver and direct the carriage, although it can't perform any complex or dangerous driving, and fails any checks made to drive the carriage in such conditions. At the end of the spell's duration, the carriage, horses, and coachman disappear into nothingness, depositing everything on or in it on the ground in its space.

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Contingent Venom

School necromancy [poison[UM]]; **Level** shaman 4, sorcerer/wizard 4

Components V, S, M (herbs used in antitoxins worth 100 gp)

This spell functions as *languid venom* (see page 218), but you can stipulate a specific condition or circumstance that will end the poison's onset time and cause it to take effect. The conditions for triggering the poison can be as general or as detailed as desired, but the triggers must be visual or audible (as per *magic mouth*) or else based on physical contact with or consumption of a specific object, substance, or creature. This triggering condition can either result in the immediate onset of the poison, or cause the poison to take effect a number of rounds after being triggered no greater than 1 round per caster level. You must make all decisions involving triggering when you cast *contingent venom*, and you can't change those decisions later.

Controlled Fireball

School evocation [fire, ruse]; **Level** bloodrager 4, magus 4, occultist 4, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a ball of bat guano and sulfur)

Range long (400 ft. + 40 ft./level)

Area 20-foot-radius spread

Duration instantaneous

Saving Throw Reflex half; **Spell Resistance** yes

This spell functions as *fireball* except you can cause the bead of fire to originate from anywhere you can see within range. You can choose a number of squares within the area up to your Intelligence bonus (for magi, occultists, or wizards) or Charisma bonus (for bloodragers or sorcerers) to be struck by weaker flames; the *controlled fireball* deals minimum damage in those squares.

Attempts to identify *controlled fireball* with a skill check incorrectly identify it as *fireball* (see the ruse descriptor on page 192).

Crime of Opportunity

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 1, mesmerist 1

Casting Time 1 standard action

Components V, S, M (a slit purse)

Range close (25 ft. + 5 ft./2 levels)

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

You awaken a sudden criminal impulse in the target, compelling it to commit a criminal act as if affected by the *crime wave* spell.

Crime Wave

School enchantment (compulsion) [mind-affecting]; **Level** antipaladin 4, bard 5, mesmerist 5, psychic 7, sorcerer/wizard 7

Casting Time 1 standard action

Components V, S, M (a tarnished coin)

Range medium (100 ft. + 10 ft./level)

Target one creature/level, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates; **Spell Resistance** yes

You instill overwhelming avarice in the targets and impel them toward a wild spree of larceny. Creatures affected by a *crime wave* must roll percentile dice each round to determine what action they take.

d%	Behavior
1–25	Act normally, but with suspicion toward others. The target doesn't benefit from or provide benefits with teamwork feats and the aid another action. If a creature attempts to use a harmless spell or effect on the target, there is a 50% chance the target tries to avoid that effect as best as possible (taking an attack of opportunity against a spellcaster, requiring a successful attack roll on a touch spell, or attempting a saving throw).
26–50	Attempt a steal[APG] combat maneuver or Sleight of Hand check to steal a random valuable object from the nearest creature (or a nearby unattended object, if obviously of great value), moving adjacent to that creature or object as needed. Once an affected creature has stolen an item, further results of 26–50 cause the affected creature to flee, focusing all of its efforts on escaping with its loot and fighting to prevent the stolen object from being taken.
51–75	Attempt to break, destroy, or deface the nearest unattended manufactured object or structure. If the object or structure is too difficult to damage, the affected creature instead vandalizes or otherwise defaces its appearance.
76–100	Attack the nearest creature (for this purpose, a familiar counts as part of the affected creature's self).

A character affected by a *crime wave* who is unable to carry out the indicated action moves toward the nearest source of cover or concealment and attempts a Stealth check to hide. Affected creatures with the ability to turn invisible (including through the use of magic items or spells) do so instead of attempting a Stealth check.

Cultural Adaptation

School divination; **Level** bard 1, cleric 1, medium 1, occultist 1, psychic 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (a document written in the language of the culture to be emulated)

Range personal

Target you

Duration 10 minutes/level

When casting this spell, you must concentrate on a culture or subculture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The

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spell doesn't teach you the language in question, but can be combined with *tongues* or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. Combined, these grant you a +2 circumstance bonus on Diplomacy checks to influence members of the culture to which you have adapted, which doesn't stack with other circumstance bonuses you might possess by virtue of being a member of the chosen culture. You also gain a +2 circumstance bonus on Disguise checks to pass yourself off as if you were a member of the culture, if you are not.

This doesn't provide benefits when disguising yourself as a specific member of the culture, though it negates any circumstance penalties you might otherwise have taken due to not acting appropriately for that person's culture. Finally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by 1.

CURSE OF THE OUTCAST

School enchantment (compulsion) [curse[UM], emotion[UM], mind-affecting]; **Level** bard 4, cleric 6, inquisitor 4, mesmerist 4, shaman 6, witch 6
Casting Time 1 standard action
Components V, S, M (a handful of earthworms)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes
Everything about the target seems off-putting and grating, and everyone he meets is compelled to see the worst in him. Whenever the target attempts a Bluff, Diplomacy, Intimidate, or Perform check, he must roll twice and take the lower result. Additionally, each creature he encounters has its initial attitude toward him reduced by one step (helpful becomes friendly, friendly becomes indifferent, and so on).

DARK WHISPERS

School illusion (shadow) [language-dependent, shadow[UM]]; **Level** antipaladin 1, bard 2, cleric 2, sorcerer/wizard 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S, F/DF (a scrap of black cloth)
Range long (400 ft. plus 40 ft./level)
Targets one creature/level
Duration 10 minutes/level (D)
Saving Throw none; **Spell Resistance** yes
You communicate through the shadows of one or more targets within range. The shadows have no physical presence and don't move or animate. Instead, your words emerge from the shadow as a clear whisper, absent any accent or other identifying features. The targets can make conversation with the shadow, but must speak aloud to do so. The targets' voices emerge from your own shadow only when they intend to speak to the shadow, but you hear no other sounds from the target's immediate area. Their responses also emerge as clear whispers, absent identifying features, but you can instinctively identify which target is speaking to you through the shadow. Once the spell has been cast, you don't need to have line of effect to the targets or their shadows to communicate back and forth.

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The shadow communication is audible, so it can be intercepted by adversaries who succeed at a DC 25 Perception check. The spell can be silenced. You can't cast spells on subjects or otherwise establish line of effect through the shadows, but spells that allow you to speak or understand languages work normally across *dark whispers*.

DEADMAN'S CONTINGENCY

School evocation; **Level** bard 4, cleric 4, psychic 4, sorcerer/wizard 4, witch 4
Casting Time 10 minutes or more; see text
Components V, S, M (a scorpion's tail), F (ivory statuette of you worth 1,500 gp)
Range personal
Target you
Duration up to 1 hour/level plus 1d6 rounds (D); see text

This spell functions as *contingency*, except as noted above. This spell also only comes into effect after your death and works only with certain spells. The companion spell triggers 1d6 rounds after your death. All decisions made involving the companion spell must be made when *deadman's contingency* is cast (including messages and recipients for spells like *magic mouth* or *sending*). If the spell targets an object or appears in a certain location, it must target or be centered on your corpse.

The following spells can be companion spells for *deadman's contingency*: *animate dead* (animating your corpse as an uncontrolled skeleton or zombie), *disintegrate*, *fireball*, *gentle repose*, *magic mouth*, *major image* (with a duration of 3 rounds), *permanent image*, *sending*, *stinking cloud*, and *teleport object*.

DECEITFUL VENEER

School illusion (glamer); **Level** antipaladin 3, bard 4, inquisitor 4, medium 3, mesmerist 4, psychic 4, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 10 minutes/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You subtly alter both the target's aura and subtle cues in its body language, tone of voice, and word choice, which makes everything that the target says seem to be a lie. Every statement that the target makes appears to be a lie under both magical scrutiny (such as *discern lies*) and mundane scrutiny (such as using the Sense Motive skill). Someone who closely scrutinizes the target can determine when it is actually telling the truth with a successful Sense Motive check (DC = 15 + your caster level).

As long as you are within close range of the target, as a standard action you can suppress or resume the effects of this spell, allowing you to let the target seem to be telling the truth at some times and still seem to be lying at others.

DEFLECT BLAME

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, mesmerist 2, psychic 2, sorcerer/wizard 3
Casting Time 1 immediate action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous
Saving Throw Will negates; **Spell Resistance** yes

You can cast this spell immediately after attacking a creature, causing that creature to believe that a different creature that threatens it was responsible for the attack rather than you. You can instead cast this spell immediately after a failed Bluff, Diplomacy, or Intimidate check, causing the target of that check to believe that a different creature you designate within spell range was responsible for the content of that failed check. Using the spell in these ways doesn't compel the target to undertake a specific action in response to its belief of where the blame lies.

DEMANDING MESSAGE

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 3, medium 3, mesmerist 3, occultist 4, psychic 3, sorcerer/wizard 4, witch 4
Duration 10 minutes/level, then 1 hour/level or until completed (D); see text
Saving Throw Will negates (see text); **Spell Resistance** yes; see text

This spell initially functions as *message* (allowing no save or spell resistance). Once during the *message* effect, you can concentrate as a standard action to issue a *suggestion* to one target as part of delivering a message. Spell resistance and a Will save apply to the *suggestion*, and it lasts for 1 hour per level or until completed.

DEMANDING MESSAGE, MASS

School enchantment (compulsion) [language-dependent, mind-affecting]; **Level** bard 6, mesmerist 6, occultist 6, psychic 6, sorcerer/wizard 7, witch 7
Duration 10 minutes/level, then 1 hour/level or until completed (D); see text
Saving Throw Will negates (see text); **Spell Resistance** yes; see text

This spell functions as *demanding message*, except that you can issue one *suggestion* to each of the spell's targets instead of just one. Each time you do so, it takes a standard action. You can issue a different *suggestion* to each target.

DESPERATE WEAPON

School conjuration (creation); **Level** antipaladin 1, bard 1, bloodrager 1, cleric 1, inquisitor 1, magus 1, occultist 1, ranger 1, sorcerer/wizard 1
Casting Time 1 swift action
Components V
Range personal
Effect one-handed improvised weapon
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You create a one-handed object that you might expect to see in your current surroundings, which you can then use as an improvised weapon. The spell conjures such an object near your hand such that you can retrieve it as you complete the spell.

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No matter what sort of object you picked, it functions as a one-handed improvised weapon appropriate for your size and that deals 1d6 points of damage for a Medium creature (1d4 for Small creatures). The item deals the type of damage you choose (bludgeoning, piercing, or slashing) when casting the spell, though the object you request must conform to the damage type.

The spell ends prematurely if the improvised weapon leaves your grasp. The object has no value and can't be used for other functions other than as an improvised weapon (for instance, this spell doesn't allow you to conjure an expensive spyglass and sell it or use its other abilities, but you could still use it to beat someone over the head). The conjured object can't already be a manufactured weapon, even in a location where you might expect to see manufactured weapons. It can be an object that would normally make for an unusual improvised weapon, like a herring at a fish market, and it still deals its full damage.

DETECT ANXIETIES

School divination [mind-affecting]; **Level** antipaladin 2, bard 3, cleric 3, inquisitor 3, medium 2, mesmerist 2, paladin 3, psychic 2, sorcerer/wizard 3, spiritualist 3, witch 3
Casting Time 1 standard action
Components V, S, F/DF (a medallion)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw Will negates (see text); **Spell Resistance** no

This spell functions as *detect thoughts* except that you sense significant anxieties of creatures with an Intelligence score of 1 or higher, regardless of whether they are conscious or not.

Instead of Intelligence, the second round of concentration reveals each mind's Wisdom score and current degree of fear (shaken, frightened, panicked, cowering, or paralyzed with fear). If the highest Wisdom score is 26 or higher (and at least 10 points higher than your own Wisdom score), you are stunned for 1 round and the spell ends.

Instead of surface thoughts, the third round of concentration reveals the most pressing current anxiety of any mind in the area (Will negates).

Presenting a creature with the threat of its anxiety grants you a +2 bonus (or higher, at the GM's discretion) on checks to Intimidate that creature.

DETECT DESIRES

School divination [mind-affecting]; **Level** antipaladin 2, bard 2, cleric 3, inquisitor 3, medium 2, mesmerist 3, paladin 3, psychic 2, sorcerer/wizard 3, spiritualist 3, witch 3
Casting Time 1 standard action
Components V, S, F/DF (a medallion)
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw Will negates (see text); **Spell Resistance** no

This spell functions as per *detect thoughts*, except you sense significant desires of creatures with an Intelligence score of 1 or higher, regardless of whether they are conscious or not.

Instead of Intelligence, the second round of concentration reveals each mind's Charisma score. If the highest Charisma score is 26 or higher (and at least 10 points higher than your own Charisma score), you are stunned for 1 round and the spell ends.

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Instead of surface thoughts, the third round of concentration reveals the most pressing current desire of any mind in the area (Will negates).

Presenting a creature with an opportunity to fulfill a significant desire grants you a +2 circumstance bonus (or higher, at the GM's discretion) on Diplomacy checks to influence it.

DETECT MAGIC, GREATER

School divination; **Level** bard 2, cleric 2, druid 2, inquisitor 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner 2, witch 2
Casting Time 1 standard action
Components V, S
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

This spell functions as *detect magic*, except that you can glean much more information from the magical auras that you find, and those auras can be found after a much greater length of time. You can detect a lingering aura for up to 1 day per caster level you have, regardless of the aura's original strength.

Additionally, when you use a standard action to concentrate on this spell, you can also study a creature within the spell's area and attempt a Spellcraft check in order to determine the last spell that the creature cast by identifying lingering traces that the spell left in the caster's aura. The DC to identify the spell is equal to 20 + the creature's caster level.

Finally, you are able to locate and analyze the signature flourishes in a magical aura that allow you to match a spell to the person who cast it. In order to find these identifiers in a spell's aura, you must spend 1 round focusing on that spell in particular, and succeed at an opposed Knowledge (arcana) check against the caster (or a Knowledge [arcana] check with a DC equal to 15 + the spell level if the caster wants her work to be identified and emphasizes these unique elements rather than obscuring them). Once you learn a caster's set of identifiers, you can remember them as easily as a face or a voice. You can recognize this signature if you succeed at a Spellcraft check when later identifying a spell to determine whether or not that spell was cast by the same individual. The spell *greater magic aura* (see page 219) can obfuscate this information, making it seem that someone else cast the spell. *Greater detect magic* grants a saving throw against *magic aura* (but not *greater magic aura*).

DETECT THE FAITHFUL

School divination; **Level** antipaladin 1, cleric 1, druid 1, inquisitor 1, paladin 1, ranger 1, shaman 1
Casting Time 1 standard action
Components V, S, DF
Range 60 ft.
Area cone-shaped emanation
Duration concentration, up to 1 minute/level (D)
Saving Throw none; **Spell Resistance** no

You can detect other worshipers of your deity (mortal worshipers, outsider servants, and so on). The amount of information revealed depends on how long you focus on a particular area or subject.

1st Round: Presence or absence of the faithful.

2nd Round: Number of individual faithful in the area.

3rd Round: The exact location of each worshiper. If a fellow worshiper is outside your line of sight, then you discern his direction but not his exact location.

Each round, you can rotate to detect worshipers in a new area. The spell can penetrate barriers, but a sheet of lead, 1 foot of stone, 1 inch of common metal, or 3 feet of wood or dirt blocks it. A creature's personal interpretation of its beliefs determines whether or not it is of the same faith as you—hence heretics and splinter cultists of your deity still count as worshipers of that deity. Furthermore, since the spell picks up a creature's current beliefs and feelings, a creature actively pretending to be a member of the same faith also appears to the spell to be a member. Thus, the spell is still useful in locating potential hidden members of the same faith among the general populace, but on its own, it doesn't weed out spies.

DISRUPT SILENCE

School abjuration; **Level** bard 2, cleric 3, inquisitor 3, psychic 3
Casting Time 1 standard action
Components S, M (tiny silver bell, chime, or gong)
Range touch
Area 10-ft.-radius emanation centered on a creature, object, or point in space
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You suppress magical sound-dampening effects within the area. *Disrupt silence* temporarily negates magical silence within its area, so that normal sounds can be heard within the overlapping areas of effect. Additionally, *disrupt silence* can automatically counter or dispel any magical silence effect of equal or lower level cast upon the same target, such as *silence*. If you cast *disrupt silence* on the target of a higher-level silence effect, it functions as *dispel magic* instead of its normal function.

DRESS CORPSE

School necromancy; **Level** cleric 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (a pickled herring)
Range touch
Target corpse touched
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You cause the flesh and bones of a corpse to shift themselves to suit a narrative of your choosing. This spell can hide or create telltale wounds, bruising, and other subtle clues as to the nature of the target's death, and the final hours leading up to it, allowing you to make the corpse appear to have died in just about any way. You could, for example, make stab wounds close up as though they were never there, rearrange bruises on the neck, evaporate traces of poison within the body into nothingness, make burn marks grow to cover the corpse's skin, or shrivel the target's body

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as though the creature had starved. This spell can't hide extreme alterations to the body (such as the loss of a limb), nor can it restore flesh to a skeletal corpse or strip a corpse down to skeletal form. It is also unable to change the apparent identity of the corpse.

Anyone who closely examines the corpse can attempt a Perception check (DC = 10 + your caster level) to notice that the corpse's wounds (or lack thereof) don't look natural, but this doesn't allow the observer to determine what the corpse looked like before this spell was cast. Closely examining the corpse with a successful Heal check (DC = 15 + your caster level) not only reveals that the target's apparent wounds are false, but also what the originally obscured wounds were.

ENTICE FEY

School conjuration (calling); **Level** bard 6, druid 7, shaman 7
Components V, S, M (offerings worth 1,250 gp plus payment), DF
Effect one or two called fey, totaling no more than 12 Hit Dice, which can't appear more than 30 ft. apart

This spell functions as *lesser entice fey*, except that the spell's whimsical calling can produce a single fey of 12 Hit Dice or less, or two fey of the same kind whose Hit Dice total no more than 12.

ENTICE FEY, GREATER

School conjuration (calling); **Level** druid 9, shaman 9
Components V, S, M (offerings worth 2,500 gp plus payment), DF
Effect up to three called fey, totaling no more than 18 Hit Dice, no two of which can appear more than 30 ft. apart

This spell functions as *lesser entice fey*, except the spell's whimsical calling can produce a single fey of 18 Hit Dice or less, or up to three fey of the same kind whose Hit Dice total no more than 18.

ENTICE FEY, LESSER

School conjuration (calling); **Level** bard 4, druid 5, medium 3, ranger 4, shaman 5
Casting Time 10 minutes
Components V, S, M (offerings worth 500 gp plus payment, see text), DF
Range close (25 ft. + 5 ft./2 levels)
Effect one called fey with 6 Hit Dice or fewer
Duration instantaneous
Saving Throw none; **Spell Resistance** no

This spell functions as *lesser planar ally*, except that you entice a fey of 6 HD or fewer to lend you its aid with an offering of music or something else it finds appealing. Like *lesser planar ally*, this spell is unpredictable, and the fey who answers the calling is up to the whims of nature and the fey, not your own choice. You must succeed at a Knowledge (nature) check or Perform check (DC = 20 + target's HD) in addition to the spell's material component to entice the fey into appearing, after which you can negotiate for the service and your payment. The maximum HD of fey that you can call with that casting is equal to the result of your check – 20. For example, if your check result is a 24, the maximum HD for the called fey is 4. A high result doesn't allow you to break the HD maximum for the spell, and a result of 20 or less means you can't call a fey at all. If the fey doesn't like the sound of your offer, it can simply choose to refuse, in which case you don't expend any of the material components for the spell, either the offerings or the payment.

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Fabricate Disguise

School transmutation; **Level** alchemist 1, antipaladin 1, bard 1, inquisitor 1, psychic 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S
Range personal
Target you
Duration instantaneous

You change outfits or create a disguise out of materials you are wearing or carrying (potentially including a disguise kit). The spell can't alter your body or change the structure of objects, but can style wigs, apply makeup or piercings, and otherwise make use of tools to make superficial changes. In an instant, you have a nonmagical disguise or clothing change. Attempt a Disguise check to determine the effectiveness of the disguise.

False Belief

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, mesmerist 2, psychic 2
Casting Time 10 minutes, plus length of memory to be altered
Components V, S, M (lemon juice and a scrap of parchment)
Range touch
Target willing creature touched
Duration 1 hour/level
Saving Throw none; **Spell Resistance** yes

You temporarily alter the target's memory (similar to *modify memory*) to eliminate, change, or implant a memory of up to 1 hour in length. When the duration of this expires, the target's real memory returns, and the false memory fades to little more than a vague outline, like a dream. This false memory seems true to the target, so effects that detect lies or force the target to speak the truth (as the subject understands it) don't detect the falsehood.

False Future

School illusion (glamer); **Level** bard 3, cleric 4, medium 3, mesmerist 3, psychic 4, shaman 4, sorcerer/wizard 5, spiritualist 4, witch 4
Casting Time 1 standard action
Components V, S, M (crushed jade worth 100 gp)
Range touch
Target creature or object touched
Duration 1 hour/level (D)
Saving Throw Will negates or Will disbelief (see text); **Spell Resistance** yes

You interfere with attempts to predict the target's future by preventing divinations from revealing what the target will do and what will befall the target while under the spell's effects. Instead of the target's true actions or experiences, divinations resolve as if the target will experience some different future you describe as you cast *false future*. The target creature can attempt a Will save to avoid the initial effect, and creatures using divinations get a Will save to disbelieve the illusion. This spell doesn't prevent divinations cast after the duration's end from determining what the subject actually did during the time you obscured using *false future*.

False future can't be detected by *detect magic* or *identify*, but *greater detect magic* (see page 212) can detect it.

False Resurrection

School conjuration (calling) [chaotic, evil, ruse]; **Level** cleric 7, shaman 8, witch 8
Casting Time 1 minute
Components V, S, M (diamond worth 10,000 gp), DF
Range touch
Target dead creature touched
Duration 1 day/level
Saving Throw none; **Spell Resistance** yes (harmless)

This spell functions as *resurrection* except that instead of recalling the dead soul to life, the spell calls a shadow demon with the advanced simple template (*Pathfinder RPG Bestiary* 67, 294) to possess the body. If you fail to overcome the subject's spell resistance, the subject's soul can negate the calling and gain the option to return to life (as *resurrection*) in the restored body. The possession otherwise functions (as *possession*[OA]) except that the subject's soul is not present to resist. When *false resurrection* ends or the demon is removed from the subject, the demon returns to the Abyss, leaving the body alive but soulless (like that created by *clone*). If the soul hasn't been returned to life already, it has the option to return in the now-empty body if it still lives (as *resurrection*). If the body was killed, the demon is sent back to the Abyss but the subject remains dead.

Attempts to identify *false resurrection* with a skill check incorrectly identify it as *resurrection* (see the ruse descriptor on page 192). A fooled viewer mistakes *false resurrection*'s aura as the lingering aura of an instantaneous conjuration effect.

False Resurrection, Greater

School conjuration (calling) [evil, lawful, ruse]; **Level** cleric 9
Components V, S, M (diamond worth 25,000 gp), DF
Duration permanent

This spell functions as *false resurrection* except that it calls a belier devil with the young simple template (*Pathfinder RPG Bestiary 2* 85, 292) to possess the body and all parts of *false resurrection* that function like *resurrection* instead function like *true resurrection*.

Attempts to identify *greater false resurrection* with a skill check incorrectly identify it as *true resurrection* (see the ruse descriptor on page 192). A fooled viewer mistakes *greater false resurrection*'s aura as the lingering aura of an instantaneous conjuration effect.

False Vision, Greater

School illusion (glamer); **Level** bard 6, mesmerist 6, psychic 7, sorcerer/wizard 7
Casting Time 1 standard action
Components V, S, M (a jade sphere worth 500 gp)
Range see text
Target one creature
Duration 1 hour/level (D)
Saving Throw Will negates; **Spell Resistance** no

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This functions similarly to *false vision*, but instead of placing the illusion on a nearby area, you can tie it to a specific individual, and can do so from great distances. The spell can be cast at any distance. The difficulty of the save depends on your knowledge of the subject and what sort of physical connection (if any) you have to that creature. The target gains the same bonuses and penalties on its Will save to resist this spell as the bonuses and penalties that apply to the *scrying* spell (including a +5 bonus if the target is on another plane).

The illusion created by the spell moves with the target, and is not stationary. The image can affect the way the target is perceived, the way the target's surroundings are perceived, and the way that specific creatures or objects around the target are perceived. For the target, and any other specific creatures or objects you specify, you can cause them to appear as other creatures or objects that you designate, not to appear at all, or to have their appearance unaltered. For the target's surroundings, you can choose to make the target appear to be somewhere else, either a specific location with which you are familiar, or a generic location conjured from your imagination. You can change the way that the spell affects the appearance of any of these things by concentrating on the spell. You can also cause creatures or objects to appear in the illusion that are not really there, or to make a creature or object seem to act in a way other than it is actually acting. In this case, you must concentrate on the spell, or these aspects of the illusion simply remain static. The spell can provide visual, auditory, olfactory, tactile, and thermal sensations as needed.

The illusion applies to only those who observe the target via a divination (scrying) spell, and has no effect on viewers who are there in person.

GHOST BRAND

School transmutation [shadow[UM]]; **Level** bard 4, occultist 3, spiritualist 4, witch 4
Casting Time 10 minutes
Components V, S, M (a branding iron and a strip of white silk worth 10 gp)
Range touch
Target one willing creature and one object touched
Duration 1 day/level (D)
Saving Throw none; **Spell Resistance** no

You alter the fundamental substance of a single object up to 2 cubic feet per level in size and at least one size category smaller than the target creature, causing it to become shadowy and intangible, as though made out of quasi-real shadowstuff. You link the intangible item to the target's flesh by making a brand shaped like the item on the target's skin. The intangible item merges with the target's flesh and is contained within the target's body, moving with the target wherever it goes. The creature can retrieve the item or reabsorb it as a full-round action, and can do so as many times as it wants. When worn or wielded by the target, the item regains its solidity and functions normally, though the target can't drop or remove the item (other than by using the full-round action), nor can it be disarmed or stolen. If the item is destroyed, the spell ends. If the *ghost brand* spell is dispelled while the object is inside the target's body, the object bursts out of the target's flesh, dealing 3d6 points of piercing and slashing damage to the target that bypasses DR, as well as 1d6 points of bleed damage.

GLIMPSE OF TRUTH

School divination; **Level** alchemist 5, cleric 4, druid 5, inquisitor 4, magus 5, medium 3, occultist 4, psychic 4, shaman 4, sorcerer/wizard 5, spiritualist 5, witch 5
Casting Time 1 standard action
Components V, S, M (a tourmaline costing 50 gp)
Range personal
Target you
Duration 1 round

This spell functions like *true seeing*, except as noted above.

HANDY GRAPNEL

School transmutation; **Level** inquisitor 1, ranger 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S, M (an arrowhead)

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Range touch
Target one ropelike object, length up to 50 ft. + 5 ft./level
Duration 1 minute/level (D)
Saving Throw Fortitude negates (object); **Spell Resistance** no

You cause the target rope to shrink and reshape itself into an arrow, bolt, or similar piece of ammunition, which you can shoot at any Medium or larger object. With a successful attack roll against an AC equal to 5 plus the hardness of the target object, the *handy grapnel* strikes and embeds itself in that object with the strength of an iron grappling hook.

As a move action, you can command the rope to extend from the arrow. If you are within a distance equal to the length of the rope and have a hand free, the end of the rope swings directly into your hand. With another move action, you can command the *handy grapnel* to retract itself up to the grappling hook, pulling up any creature or object supported by the rope at a speed of 50 feet per round.

Once embedded, the rope can be used for climbing or any other purpose a rope could serve, and it can bear up to 200 pounds per level of the caster at a time (maximum 1,000 pounds). If this weight limit is exceeded, the *handy grapnel* comes loose and any creature or object supported by the rope falls.

HIDDEN PRESENCE

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, inquisitor 2, mesmerist 2, psychic 2, sorcerer/wizard 2, witch 2
Casting Time 1 standard action
Components V, S, M (eye drops made with extract of poppy)
Range close (25 ft. + 5 ft./2 levels)
Target up to one creature per 3 caster levels
Duration 1 minute/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You prevent the targets from having conscious awareness of your presence. You make yourself completely undetectable to the subjects by erasing all awareness of your presence from their minds. The targets can't see, hear, smell, feel, or taste you, including with extraordinary or supernatural senses such as blindsense, blindsight, scent, or tremorsense. They can't pinpoint your location by any means, including *detect* spells.

The targets remain unaware of your actions, provided you don't make any attacks or cause any obvious or directly threatening changes in the targets' environment. If you attack any of the target creatures, the effect ends. If you take an action that creates a sustained and obvious change in the target's environment—for example, attacking a creature other than a target or moving a sizeable or attended object the target can see—the target immediately receives a new saving throw.

HOLLOW HEROISM

School enchantment (compulsion) [mind-affecting, ruse]; **Level** bard 3, bloodrager 4, inquisitor 4, medium 3, psychic 4, sorcerer/wizard 4, spiritualist 4, summoner 4, witch 4
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 10 minutes/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *heroism*, except that you can reverse the spell by issuing a special command as a standard action if you are within medium range (100 feet + 10 feet per caster level) of the target. The target loses the bonuses and instead takes a –2 penalty on attack rolls, saving throws, and skill checks until the spell's duration ends (no save).

Attempts to identify *hollow heroism* with a skill check incorrectly identify it as *heroism* (see the ruse descriptor on page 192).

HOLLOW HEROISM, GREATER

School enchantment (compulsion) [mind-affecting, ruse]; **Level** bard 6, psychic 7, sorcerer/wizard 7, witch 7
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minute/level (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

This spell functions as *greater heroism*, except that you can reverse the spell by issuing a special command as a standard action if you are within medium range (100 feet + 10 feet per caster level) of the target. The target loses the bonuses and instead takes a –4 penalty on attack rolls, saving throws, and skill checks until the spell's duration ends (no save), increasing to a –8 penalty against fear effects. Additionally, she takes damage equal to your caster level when you reverse the spell.

Attempts to identify *greater hollow heroism* with a skill check incorrectly identify it as *greater heroism* (see the ruse descriptor on page 192).

ILLUSION OF TREACHERY

School illusion (figment); **Level** antipaladin 3, magus 4, mesmerist 3, occultist 4, psychic 4, sorcerer/wizard 4
Casting Time 1 standard action
Components S, F (a tiny marionette)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration 1 round/level (D)
Saving Throw Will disbelief; **Spell Resistance** yes

You create an illusion that takes the same space as a foe and mimics its movements perfectly. Whenever you cast a spell or throw a weapon, the illusion ceases mimicking the target's actions just long enough to make it look like the target cast the spell or threw the weapon simultaneously with you, such that witnesses who can see both you and the target can't tell with certainty who truly cast the spell or threw the weapon. Witnesses who can see only the target see it as the only apparent source. The subject of this spell doesn't provoke attacks of opportunity from these illusory actions. Each target of the attack or spell counts as interacting with the illusion and thus receives a save to disbelieve.

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ILLUSION OF TREACHERY, GREATER

School illusion (figment); **Level** antipaladin 4, magus 6, mesmerist 4, occultist 5, psychic 5, sorcerer/wizard 6

Target you and one creature

This spell functions as *illusion of treachery* except that it also conceals your own actions (as *illusion of calm*[UC]) and renders invisible all spell effects and ranged attacks originating from you until they reach the attack's target (this doesn't cause the attack's target to be unable to avoid the attack, as they still see the attack originating from the spell's target).

INSECT SPIES

School divination; **Level** druid 3, ranger 3, sorcerer/wizard 4, summoner 3, witch 4

Casting Time 1 round

Components V, S, M (a drop of honey)

Range close (25 ft. + 5 ft./2 levels)

Effect up to one insect spy/4 levels

Duration 10 minutes/level (D)

Saving Throw none; **Spell Resistance** no

You summon one or more glossy black beetles, which have a measure of intelligence and make for excellent spies. When they are in your presence, the insects obey your mental commands, and you can issue orders to any number of them as a single standard action, provided that you issue the same orders to each one. In order to issue different orders to different insects, you must spend a separate standard action for each set of orders. An insect in physical contact with you can answer simple questions about what it has observed, at a rate of one question per round. It can relate only what it perceived with its senses, and can't repeat speech. It has difficulty making subjective judgments, and questions that demand such reasoning are unlikely to yield a clear answer. For example, an insect is unable to relay someone's emotional state or determine who among several people it saw might be in charge.

Each insects' size is Fine. Each insect has 1 hit point, AC 20 (+2 Dexterity, +8 size), a movement speed of 5 feet, a climb speed of 5 feet, and a fly speed of 20 feet (perfect maneuverability). The insects use your saving throw bonuses, have a total Perception skill bonus equal to 5 + 1/2 your caster level, and can't make attacks. Due to their incredibly small size and magical nature, they can make Stealth checks to avoid being noticed even if they lack a source of cover or concealment, and they have a total Stealth skill bonus equal to 18 + 1/2 your caster level. The insects can even climb onto creatures of Tiny or larger size while using Stealth, possibly riding on those creatures unnoticed. A Tiny creature gains a +16 bonus on Perception checks made to notice one of these insects currently climbing on it. For each size category larger than Tiny the creature being climbed is, this bonus is reduced by 4 (to a minimum of +0 for Huge or larger creatures).

You also maintain a faint mystical connection with these insects, which allows you to sense where they are. As a full-round action, you can concentrate on the spell in order to learn the direction and relative distance of each of the insects.

INSECT SPIES, GREATER

School divination; **Level** druid 6, sorcerer/wizard 7, summoner 6, witch 7

As *insect spies*, but you can also borrow the senses of the summoned insects. As a move action, you can choose to receive sensory input from one of the insects, seeing what it sees and hearing what it hears. While doing so, you are treated as being blind and deaf. You can change to another insect, or return to your own senses, with another move action.

INSTANT FAKE

School illusion (figment); **Level** bard 3, inquisitor 3, magus 4, mesmerist 3, occultist 3, ranger 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S, M (a piece of costume jewelry)

Range 1 object touched

Target one object weighing no more than 1 lb./level

Duration 1 minute/level

Saving Throw Will disbelief (if interacted with); **Spell Resistance** no

You create an illusory duplicate of the target item. If you hold the charge on this spell, you can deliver it while touching an object you steal with Sleight of Hand or a steal[APG] combat maneuver; in this case, the illusion phases into existence exactly as you remove the genuine article, allowing you to instantaneously replace a protected or guarded item with no change in appearance, weight, or other factors.

The illusion appears to be a perfect replica. Actively examining the fake with an Appraise or Perception check grants a creature a Will save, but on a failed saving throw, it concludes that the fake is the genuine article. The illusion isn't a functional item, nor does it have any magical properties of the original. For example, an *instant fake* of a set of thieves' tools can't be used to pick a lock, a false warhammer can't harm a person or break an object, a suit of unreal chainmail offers no actual protection, and an illusory *potion of cure light wounds* doesn't heal any hit points when imbibed.

INSTANT SUMMONS, GREATER

School conjuration (summoning); **Level** psychic 8, sorcerer/wizard 8, witch 8

Casting Time 1 standard action

Components V, S, M (sapphires worth 1,000 gp each)

Range see text

Target up to one object per 3 caster levels, each weighing 10 lbs. or less whose longest dimension is 6 ft. or less

Duration permanent or until discharged

Saving Throw none; **Spell Resistance** no

This spell functions as *instant summons*, except that you can target multiple objects. You must use a separate sapphire worth 1,000 gp for each one. For each item you target, you can touch a creature, granting that creature the ability to speak the special word for that item (each item has its own special word) while crushing the matched gem to call the item to hand. Only you or the touched creature can activate the gem or see the *arcane mark* upon it.

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KNOW PEERAGE

School divination [mind-affecting]; **Level** bard 1, cleric 2, inquisitor 2, medium 1, mesmerist 2, occultist 2, paladin 1, psychic 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (thread from a tabard or livery)
Range touch
Target creature touched
Duration 10 minutes/level
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You impart your knowledge of nobility and peerage to the target, allowing her to recognize members of noble households, differentiate one set of heraldry from another, and otherwise identify who's who at a royal gala or other noteworthy social event. The target is able to identify noble individuals, noble family names, and noble crests, signets, heraldry, and other symbols. The target treats her number of ranks in Knowledge (nobility) as though it were equal to your number of ranks in Knowledge (nobility), to a maximum of 5 ranks and a minimum of 0. If the target's number of ranks is greater than yours, she uses her own number of ranks instead. In addition, if the target's new total skill bonus on Knowledge (nobility) checks is at least +0, she automatically succeeds on all Knowledge (nobility) checks with a DC of 10 or lower.

LANGUID VENOM

School necromancy [poison]; **Level** alchemist 2, shaman 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M (herbs used in antitoxins worth 25 gp)
Range touch
Target one dose of poison or one venomous creature
Duration permanent until discharged (D)
Saving Throw Fortitude negates; **Spell Resistance** yes

You greatly extend the time it takes for the poison you touch to take effect, giving that poison an onset time up to 1 hour per caster level. (You touch the poison's container, so you don't risk exposing yourself to a contact poison.) The target doesn't attempt a saving throw when initially exposed to the *languid venom*, but instead saves at the end of the poison's onset time. If the poison is neutralized or otherwise cured prior to the end of its onset time, it is rendered harmless. Failing saves against multiple doses of *languid venom* have the normal cumulative effect for poisons (*Pathfinder RPG Core Rulebook* 558).

Languid venom is difficult to detect or identify. *Detect poison* and similar effects detect *languid venom* only with a successful caster level check against a DC equal to 11 + your caster level (rolled secretly by the GM). Even if the poison is detected, the DC of Craft (alchemy) or Wisdom checks to identify the poison is increased by 10. If a poison is affected by an additional effect that requires a caster level check to detect the poison or increases the DC to identify it—such as *obscure poison* (see page 220)—those effects don't stack. Use only the caster level check with the higher DC and increase the DC of the check to identify the poison by the higher of the two.

If cast upon a venomous creature, *languid venom* delays the onset of that creature's poison when the creature next delivers its natural poison.

LIFE OF CRIME

School enchantment (compulsion) [curse[UM], mind-affecting]; **Level** antipaladin 4, bard 6, mesmerist 6, psychic 8, sorcerer/wizard 8
Casting Time 1 standard action
Components V, S, M (a black mask)
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

You unleash the basest instincts of iniquity in the target and cause them to become his overriding reason for being. The target neither gains nor provides benefit from teamwork feats or the aid another action and can't willingly accept harmless magical effects from others.

The target moves by Stealth whenever possible, and lies and deceives others instinctively to further its personal agenda. In addition, when the target is conscious, it must succeed at a Will save against the spell's save DC each hour (or each round during combat or a similarly stressful situation) or behave as if affected by a *crime wave* spell for 1 round.

Life of crime is particularly difficult to remove. Only a *remove curse* with a higher caster level than *life of crime*'s caster level, or a *limited wish*, *wish*, or *miracle* can remove its effects.

MAGE'S DECREE

School evocation; **Level** bard 5, cleric 6, inquisitor 5, mesmerist 5, psychic 6, sorcerer/wizard 6, summoner 5, witch 6
Casting Time 1 standard action
Components V, S, F (a brass cone or trumpet)
Range up to 1 mile/level; see text
Targets see text
Duration instantaneous
Saving Throw none; **Spell Resistance** no

You speak a short message (up to 25 words), and it is immediately transmitted to each target, who hear it as clearly as if you were standing next to them. By default, the spell targets every creature with an Intelligence score of 3 or greater that is within the spell's range, but at your discretion, you can choose to restrict the spell to certain creatures, causing it to either only deliver its message to creatures meeting a certain criteria, or to deliver it to all creatures except those meeting that criteria. The criteria must be something objective and observable. For example, you could cause the *mage's decree* to reach only creatures of a certain race. You can't choose recipients that rely on unobservable information, such as creatures of a certain alignment or of a particular class.

You can't pick and choose individual creatures to target or exclude. While the spell's range defaults to 1 mile per caster level, you can choose to reduce it to a smaller radius, although the spell's area can't be shaped.

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The nature of the spell prevents the message it carries from having any magical power; the message can't be used to transmit spells or abilities that are conveyed via speech. The message is transmitted in your voice in whatever language you use to speak it, and is not automatically translated. Any steps you take to disguise your voice are just as effective for messages delivered via this spell as they are for your normal speech. *Mage's decree* isn't a language-dependent spell; all targeted creatures receive the message, but might not understand it if they don't understand the language in which you spoke the message.

MAGIC AURA, GREATER

School illusion (glamer); **Level** bard 3, mesmerist 3, occultist 3, psychic 4, sorcerer/wizard 4
Casting Time 1 standard action
Components V, S, F (a woolen handkerchief)
Range close (25 ft. + 5 ft./2 levels)
Target one creature, or one object weighing up to 20 lbs./level
Duration 1 day/level (D)
Saving Throw none (see text); **Spell Resistance** no

If cast on an object, this spell functions as *magic aura*, except that if you have identified the unique spellcasting signatures of a specific individual with *greater detect magic* (see page 212) or a similar spell, you can make the magic aura appear to have been created by that individual. Alternatively, you can simply obscure all identifiers, making it more difficult to determine who cast the spell. In either case, if the object is the subject of a *greater detect magic* spell, any Spellcraft check made to identify the unique spellcasting identifiers of the aura automatically produce the result you chose unless the observer disbelieves the spell with a successful Will save (as with *magic aura*, however, *detect* spells don't grant a save to disbelieve).

If cast on a creature, you can make that creature register to *detect* spells (and spells with similar capabilities) as though it were the subject of any number of spells that you specify, when the spell is cast. Alternatively, you can make the creature register as nonmagical, hiding all spell effects that he is currently affected by from such scrutiny. If you choose to make the creature register as being the subject of one or more spells, you can also alter the unique spellcasting identifiers of those spell auras, in the same fashion as described for objects.

If the target is a creature, you can also alter how the creature registers to *arcane sight*, making the creature appear to have or not have spellcasting or spell-like abilities, whether those abilities are arcane, divine, or psychic in nature, and the strength of the most powerful spell or spell-like ability they currently have available for use. Similarly, you can alter the way the target appears when viewed with *greater detect magic*, causing the last spell that he cast to seem to be any spell of your choice.

MAJESTIC IMAGE

School transmutation; **Level** bard 4, cleric 4, medium 4, mesmerist 4, occultist 4, sorcerer/wizard 4, spiritualist 4
Casting Time 1 standard action
Components V, S, M (a drop of paint and a ball of clay)
Range 200 ft./level
Effect transfer consciousness to an object bearing your likeness
Duration concentration
Saving Throw Will negates (see text); **Spell Resistance** yes

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You cast your consciousness into a single object within range that bears your likeness, as if choosing a specific image with the spell *enter image*[APG]. In addition to observing your surroundings, speaking, and manipulating the image you inhabit, however, you can converse with nearby creatures and use your normal social skills.

You gain a +5 bonus on Bluff checks to tell lies and Diplomacy checks to make a request. You gain a +2 bonus on Intimidate checks and use the object's size to determine whether you gain a bonus or penalty on Intimidate checks for size.

MATCHMAKER

School enchantment (charm) [mind-affecting]; **Level** bard 2, mesmerist 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components S, M (a rose petal)
Range medium (100 ft. + 10 ft./level)
Target two living creatures
Duration 1 hour/level
Saving Throw Will partial, see text; **Spell Resistance** yes

You entice the target creatures to become romantically interested in one another. Each creature saves and applies spell resistance separately. Both must be affected for the spell to have an effect. If either creatures has a prior unfriendly or hostile attitude toward the other, it receives a +4 bonus on its saving throw.

This spell doesn't override the targets' normal sexual preferences or other limitations. If romantic feelings are incompatible for this reason, the creature instead feels an intimate platonic bond with the other.

METICULOUS MATCH

School divination; **Level** bard 3, inquisitor 3, occultist 3, ranger 3, sorcerer/wizard 4, witch 4
Casting Time 10 minutes
Components V, S
Range touch
Target two objects touched
Saving Throw Fort negates (object); **Spell Resistance** yes (object)

You compare two similar items and know if they are identical to one another or not. The spell can indicate an identical match, a categorical match, or no match. For instance, blood samples are identical if they are from the same creature. They are categorical if they are from the same species. There is no match if they are from different species, or if one sample is merely stage blood.

Alternatively, you can compare dissimilar items and know if they have a potential relationship. For instance, you can compare a creature's tooth against a bite mark and know if that creature could have caused the bite mark.

This spell is not infallible—an identical match can result from comparing items or creatures that are duplicates of one another. For instance, a knife might have an identical match with a stab wound if an identical knife was used to inflict the wound, and twins might have identical blood or tissues.

OBSCURE POISON

School abjuration; **Level** alchemist 1, antipaladin 1, bard 1, cleric 1, druid 1, mesmerist 1, shaman 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components S, M (herbs used in antitoxins worth 10 gp)
Range touch
Target one dose of poison or one venomous creature touched
Duration 1 hour/level
Saving Throw none; **Spell Resistance** no

You make the touched poison difficult to detect or identify. *Detect poison* and similar effects detect an obscured poison only with a successful caster level check against a DC equal to 15 + your caster level (rolled secretly by the GM). Even if the poison is detected, the DC of Craft (alchemy) or Wisdom checks to identify the poison is increased by 10.

If cast upon a venomous creature, *obscure poison* disguises all of the creature's natural poisons in the same way.

OPEN AND SHUT

School illusion (glamer); **Level** bard 1, inquisitor 1, sorcerer/wizard 1, witch 1
Casting Time 1 swift action
Components V, S, F (a doornail, doorknob, or hinge)
Range touch
Target one door, window, or similar portal no more than 10 feet by 10 feet in area
Duration 1 round/level (D)
Saving Throw Will disbelief; **Spell Resistance** no

You alter the appearance of a door and disguise whether it is open or closed. You can cause the touched door to appear closed regardless of whether it is open or closed, to appear open regardless of whether it is open or closed, or to appear to open or close. After you cast the spell, you can change between these options as a move action. Creatures using a move action to open or shut the door can attempt a Will save to disbelieve the illusion.

Regardless of how you alter the appearance of the door, creatures that believe the illusion take a –5 penalty on Perception checks regarding the door itself or creatures on the other side of the door.

This spell affects windows, gates, and similar openings in the same way it affects doors.

OPEN BOOK

School divination [curse[UM]]; **Level** antipaladin 2, bard 2, inquisitor 2, mesmerist 2, psychic 2, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a page torn from a book)
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration permanent
Saving Throw Will negates; **Spell Resistance** yes

You lay bare not only the mind of a target, but the target's history as well. The target takes a –2 penalty on saving throws against

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divinations, and Diplomacy checks to gather information about the target gain a bonus equal to half your caster level (maximum +10).

OVERWHELMING POISON

School necromancy [poison]; **Level** antipaladin 4, cleric 6, druid 6, ranger 4, shaman 6, witch 6
Casting Time 1 standard action
Components V, S, M (an adder's fang)
Range close (25 ft. + 5 ft./2 levels)
Target one creature or one dose of poison; see text
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no

This spell increases the virulence of the targeted dose of poison, making the poison more difficult to resist. The poison is unaffected by *delay poison*, and the DC to remove it with *neutralize poison* is increased by 5. Additionally, the poison uses its own saving throw DC or *overwhelming poison*'s DC, whichever is higher.

If cast on a creature that is currently suffering from exposure to one or more doses of poison, the spell applies to one of the doses of your choice, or a random dose of poison affecting the target if you don't know what poisons are afflicting the target. If cast on a creature that is venomous, this spell affects the first dose of poison that creature delivers before the end of the spell's duration.

PACK EMPATHY

School divination; **Level** bloodrager 3, druid 3, inquisitor 3, medium 2, ranger 2, sorcerer/wizard 3, spiritualist 3, summoner 3, witch 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target you plus one willing living creature per 3 levels, no two of which can be more than 30 ft. apart
Duration 1 hour/level (D)
Saving Throw none; **Spell Resistance** no

You create an instinctual connection between the targets. Each can sense the others' overall emotional states, which allows them to communicate basic emotional concepts (such as alerting each other of danger due to increased stress). Once the spell has been cast on the subjects, the distance between them and the caster doesn't affect the spell as long as they are on the same plane of existence. If a subject leaves the plane, or if it dies, the spell ceases to function for it.

PEACEBOND, GREATER

School abjuration; **Level** inquisitor 4, occultist 4, psychic 5, sorcerer/wizard 5, witch 5
Casting Time 1 standard action
Components S
Range medium (100 ft. + 10 ft./level)
Target up to one weapon/level, no two of which can be more than 30 ft. apart
Duration 1 minute/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

If a target weapon is sheathed or slung as the spell is cast, this functions as *peacebond*[UC], locking the target's weapon in place on its owner's body or within the weapon's sheath or holster. Anyone who then tries to draw the weapon must spend a standard action and succeed at a Strength check to do so, provoking attacks of opportunity whether the attempt succeeds or fails. The DC for Strength checks required by this spell is equal to the spell's save DC.

If a target weapon is not currently sheathed or slung as the spell is cast, the weapon immediately attempts to sheathe itself, and its wielder must succeed at a Strength check to prevent it from doing so. Once sheathed or slung in this way, the weapon is difficult to draw, as previously noted above. Unattended weapons that are not currently sheathed or slung are anchored in place by the spell, and require a successful Strength check to pick up; each attempt requires a standard action. If the wielder doesn't have a sheath or sling available for the weapon, failure on the Strength check causes the weapon to fall to the ground, at which point it requires a Strength check to pick up, as with unattended weapons.

PERMANENT HALLUCINATION

School illusion (phantasm) [mind-affecting]; **Level** psychic 7, sorcerer/wizard 7
Target one creature
Duration permanent (D)

This spell functions as *audiovisual hallucination* (see page 204), except that the phantasm you create includes visual, auditory, olfactory, tactile, and thermal components, and the phantasm follows a complex script. The phantasm follows that script without your having to concentrate on it and can react to stimuli the target perceives, as appropriate for the script. Unlike most illusions with a save to disbelieve, if the target disbelieves a *permanent hallucination*, she can choose to end the effect entirely at any time.

PHANTASMAL AFFLICTION

School illusion (phantasm) [mind-affecting]; **Level** mesmerist 2, psychic 3, sorcerer/wizard 3, witch 3
Casting Time 1 standard action
Components V, S, M (a drop of cod liver oil)
Range close (25 ft. + 5 ft./2 levels)
Target living creature
Duration see text
Saving Throw Will disbelief, then Fortitude or Will negates (see text); **Spell Resistance** yes

You cause the creature to believe she has a debilitating affliction. The target can attempt a Will save to recognize the affliction as unreal. If that save fails, the creature suffers an imaginary affliction of your choice.

Curse: The target believes she has been cursed. She takes a permanent –4 penalty on attack rolls, saves, ability checks, and skill checks for 1 hour per caster level. After her save to disbelieve, the target attempts a second Will save to negate this effect.

Poison: The target believes she has been poisoned. Choose a physical ability score. Each round for 6 rounds, plus 1 round per 5

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caster levels, the target takes 1d3 points of damage to the chosen ability score. Each turn, the creature can attempt a Fortitude save to negate the damage and end the ongoing damage.

Wasting: The target believes she has contracted a wasting disease. Each day, the creature takes 1d4 points of Constitution damage and becomes fatigued. A successful Fortitude save prevents this damage. Two consecutive successful saves end the effect.

Since the affliction exists entirely in the creature's mind, phantasmal affliction is not affected by normal cures like *neutralize poison* or *remove disease*, or other effects like *delay poison* or the Heal skill. Ordinary immunities do not apply in this case (though a creature immune to the affliction receives a +4 bonus on the Will save to disbelieve the illusion). Constitution damage from the affliction can't kill the target. Instead, it causes the target to fall unconscious like other forms of ability damage. *Phantasmal affliction* is a spell effect and can be dispelled normally.

Placebo effect[OA] counters and dispels *phantasmal affliction*.

POCKETFUL OF VIPERS

School conjuration (summoning); **Level** druid 3, occultist 3, ranger 3, shaman 3, witch 3
Casting Time 1 round
Components V, S, M (a snake scale and fang)
Range touch
Target object touched
Duration 1 hour/level or until discharged (D)
Saving Throw Fortitude negates (object); **Spell Resistance** no

You set a magical ward upon the object touched, which must be a container such as a pouch, bag, backpack, or pocket. If any creature opens the container without first speaking a command word, 1d3 summoned venomous snakes (*Pathfinder RPG Bestiary* 255) appear, slithering out of the container and attacking that creature for 1 round/level before disappearing. They attack other creatures only if they themselves are attacked.

POISONOUS BALM

School conjuration (healing) [poison[UM], ruse]; **Level** cleric 4, druid 5, occultist 4, shaman 4, witch 5
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature
Duration instantaneous, then 1 hour or until triggered plus 6 rounds; see text
Saving Throw Will partial (harmless), then Fortitude negates (see text); **Spell Resistance** yes

You mend the target's injuries, curing 3d8 hit points + 1 point per caster level (maximum +15) as *cure serious wounds*, but leaving its body laced with a subtle toxin that remains inert until you activate it. A target that decides to attempt the Will save and succeeds is healed for half (as *cure serious wounds*) and negates the toxin. Otherwise, you can activate the toxin by concentrating on the spell as a standard action, at which point the victim takes 1d3 points of Strength damage per round for 6 rounds. Once the poison is active, the target can attempt a Fortitude save each round to negate that round's damage and end the affliction. If you don't trigger the poison for 1 hour, the spell ends and leaves the target unharmed.

Detect poison reveals an inert *poisonous balm* only if the caster succeeds at a caster level check against a DC equal to 15 + your caster level. Attempts to identify *poisonous balm* with a skill check incorrectly identify it as *cure serious wounds* (see the ruse descriptor on page 192). A fooled viewer mistakes *poisonous balm*'s aura as the lingering aura of an instantaneous effect.

POX OF RUMORS

School enchantment (compulsion) [curse[UM], mind-affecting]; **Level** bard 5, cleric 7, mesmerist 5, psychic 7, sorcerer/wizard 7, spiritualist 5, witch 7
Casting Time 8 hours
Components V, S, M (a physical connection to the target; see text)
Range see text
Target one creature

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Duration 1 day/level
Saving Throw Will negates, then Will partial (see text); **Spell Resistance** yes

You curse the target to attract negative assumptions and rumors of a sort you specify when you cast the spell. If the target fails the initial save to negate the curse, every day that it spends in a settlement, it must attempt a Will save. If it fails, it accidentally says or does something that makes others assume the rumor you specified is true in some way that is unflattering or incriminating. If the creature is not aware of the nature of the rumors, it takes a –4 penalty on these secondary saves. After the first failed save, the attitude each resident in the settlement has regarding the target is worsened by one step. For each additional failure, the target becomes the victim of focused harassment. A group of residents taunts or attacks the creature, potentially sending the authorities to investigate if the rumor indicates criminal guilt.

The spell can be cast at any distance. The difficulty of the save depends on your knowledge of the subject and what sort of physical connection you have to that creature. The target gains the same bonuses and penalties on its Will save to resist this spell as the bonuses and penalties that apply to the *scrying* spell (including a +5 bonus if the target is on another plane), except that you can't cast *pox of rumors* without at least a possession or garment to use as the material component, and the target takes no penalty when you use a possession or garment and only a –5 penalty when you use a piece of the target's body. *Pox of rumors* is a curse, and until its duration expires, it can be removed only by *remove curse* or similar magic.

PROGNOSTICATION

School divination; **Level** cleric 6, inquisitor 6, medium 4, psychic 6, shaman 6, spiritualist 6, witch 6
Casting Time 8 hours
Components V, S, M (rare incense and tonics worth 250 gp)

You glimpse the future. *Prognostication* functions as *divination* except that the spell can see up to a year and a day into the future. Because of the increased unpredictability of the distant future, *prognostication* is significantly more cryptic than the already-cryptic *divination* spell.

QUIETING WEAPONS

School illusion (glamer); **Level** bard 4, cleric 4, inquisitor 4, magus 4, occultist 4, psychic 4, ranger 3, sorcerer/wizard 4, spiritualist 4
Casting Time 1 standard action
Components S
Range close (25 ft. + 5 ft./2 levels)
Target up to one natural or manufactured weapon per 3 caster levels
Duration 10 minutes/level
Saving Throw Will negates (object); **Spell Resistance** yes (object)

The target weapons and any ammunition they fire make no sound as part of their normal functions as a weapon. For instance, a firearm's firing would not make an explosive sound, but if you cast this spell on a creature's bite attack, it would not prevent it from vocalizing from its mouth. The first time a creature is struck by a weapon affected by this spell, it must succeed at a Will save (SR applies to this effect) or it becomes unable to make noise louder than a whisper (Perception DC 10 to hear) whether vocally or by other means for the duration of the effect. Because the creature can still whisper, this doesn't interfere with verbal spell components. Whether it succeeds or fails its saving throw, the creature is immune to further effects from this casting of *quieting weapons*.

RED HAND OF THE KILLER

School necromancy; **Level** bard 4, cleric 4, inquisitor 4, medium 3, occultist 4, paladin 4, psychic 5, sorcerer/wizard 5, spiritualist 4, witch 5
Casting Time 1 standard action
Components V, S, M (a black candle), F (a corpse slain no more than 1 day ago per caster level)
Range see text
Target one creature
Duration 1 day/level (D)
Saving Throw Will negates; **Spell Resistance** yes

Drawing upon the spiritual link between a corpse and its killer, you reach out across space to brand the killer of the corpse you used as a focus for this spell, creating a physical manifestation of the killer's guilt.

The killer's right hand becomes stained indelibly red, and this stain can't be removed (although it can be hidden by magical or mundane means, such as *disguise self* or by wearing gloves). If the killer is not humanoid, or doesn't have a right hand for some other reason, the spell instead causes a red stain in the shape of a hand to appear elsewhere on the creature's body (typically on the chest).

This spell affects only the creature that directly killed the targeted corpse. Other individuals that contributed to the target's death are unaffected, and if the victim did not die from violence or died indirectly (for instance, if the creature died from suffocating after someone trapped it in a room filling with water), then the spell has no effect. The killer can attempt a Will save to resist the spell's effects. Distance is not a factor, but the killer must be on the same plane as you at the time you cast the spell, or the spell fails. Once a corpse has acted as the focus for *red hand of the killer*, it can never act as the focus for another casting of *red hand of the killer*.

REINCARNATE SPY

School conjuration (healing); **Level** druid 6, shaman 6, witch 7
Casting Time 10 minutes
Components V, S, DF, M (oils worth 2,500 gp and a possession or piece of the body of the creature to resemble)
Range touch
Target dead creature touched
Duration instantaneous
Saving Throw none (see text); **Spell Resistance** yes

This spell functions as *reincarnate* except that you can cause the new body to resemble a particular creature, matching its age

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category and sex and rerolling any race result that would be the wrong size category. The subject further gains a +5 bonus on Disguise checks to impersonate the chosen creature due to similar features, although it might take a penalty for being the wrong race.

The spell automatically leaves you with a small piece of the creature's new body, typically a lock of hair (useful for *scrying* and other such spells).

RESPLENDENT MANSION

School conjuration (creation); **Level** psychic 9, sorcerer/wizard 9
Casting Time 1 minute
Components V, S, F (a miniature cornerstone carved from precious gemstones worth 500 gp)
Range long (400 ft. + 40 ft./level)
Effect opulent mansion, up to 300 feet on a side and one story tall/4 levels
Duration 1 day/level (D)
Saving Throw none; **Spell Resistance** no

This spell creates a towering mansion. While casting the spell, you hold an image of the mansion and its desired appearance in your mind. The mansion can contain as many or as few rooms as you desire, and is decorated to match your image. You can imagine a purpose for each room of the mansion, and the proper accouterments appear within. Any furniture or other mundane fixtures function normally for anyone inside the mansion, but cease to exist if taken beyond its walls. No fixture created with this spell can create magical effects, but magical devices brought into the mansion function normally.

A *resplendent mansion* contains the same types of foodstuffs and servants as a *mage's magnificent mansion*.

Each of the mansion's exterior doorways and windows are protected by *alarm* spells. You choose whether each alarm is audible or mental as you cast the spell, and each alarm has a different sound (for an audible alarm) or sensation (for a mental one), allowing you to instantly determine which portal has been used.

The mansion must be created on a plot of land free of other structures. It adapts to the natural terrain, adopting all structural requirements for being built on, for example, a mountainside. The mansion adjusts around small features such as ponds or spires of rock, but can't be created on water or other nonsolid surfaces. If created on snow, sand dunes, or other soft surfaces with a solid surface underneath, the foundation reaches the solid ground. If created on a solid but unstable surface, such as a swamp or an area plagued by tremors, there's a 10% chance each day that the mansion begins to sink or collapse.

The mansion doesn't harm creatures within the area when it appears, and can't be created among a crowd or in a densely populated area. Any creature inadvertently caught inside the mansion when the spell is cast ends up unharmed inside the complete mansion.

RUMORMONGER

School divination; **Level** bard 2, inquisitor 2, medium 1, mesmerist 2, psychic 3
Casting Time 1 standard action
Components V
Range long (400 ft. + 40 ft./level)
Effect 1 rumor
Duration 1 day/level (D)
Saving Throw Will negates (see text); **Spell Resistance** yes

You utter a brief anecdote or bit of news as the verbal component of this spell and track its progress through a social gathering or other crowd. When someone who heard the rumor directly from you and repeated the rumor is within your range, they glow silver to your sight, though this glow doesn't occur if the creature is in disguise (unless it was in the same disguise at the time of casting). You can choose to follow the rumor by selecting any such creature in range, at which point the creatures who heard the rumor from you no longer glow silver, and now the creatures who heard the rumor from your chosen creature glow silver instead. You can follow the rumor's path until you reach a creature that heard the rumor but didn't repeat it (or repeated it incorrectly). The glow identifies only creatures who heard the same information you conveyed. Minor cosmetic changes in the rumor don't interrupt the chain, but when the rumor no longer resembles the information you imparted, the trail stops and the spell ends.

You can instead use this spell to trace a rumor back to its source once you hear it. In this case, you repeat the rumor as you heard it for the spell's verbal component. The person who told you the rumor can attempt a Will save to end the effect. Failure indicates the silver glow leads to the individual that told her. This process continues each time you locate the next individual spreading the same information. Each individual attempts the save until one of them succeeds (in which case the spell ends and you can't attempt to trace this particular rumor again) or you trace the rumor to its original source. As with the other application of the spell, tracing a rumor back fails to cause a creature to glow if it is in disguise, unless it was in the same disguise at the time of speaking the rumor.

SCRIPTED HALLUCINATION

School illusion (phantasm) [mind-affecting]; **Level** bard 5, magus 5, medium 4, mesmerist 5, occultist 5, psychic 5, sorcerer/wizard 5
Duration 1 minute/level (D)

This spell functions as *audiovisual hallucination* (see page 204), except that the phantasm includes visual, auditory, olfactory, tactile, and thermal components, and the phantasm follows a complex script. The phantasm follows that script without your concentration and can react to stimuli the targets perceive.

SELECTIVE ALARM

School abjuration; **Level** bard 3, inquisitor 3, occultist 3, psychic 3, ranger 2, sorcerer/wizard 3, spiritualist 3, summoner 3
Casting Time 1 standard action
Components V, S, F/DF (a slender iron rod 1 foot in length)
Range close (25 ft. + 5 ft./2 levels)
Area up to 20-ft.-radius emanation centered on a point in space

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Duration 2 hours/level (D)
Saving Throw none; **Spell Resistance** no
This spell functions as *alarm*, except that you can tweak the spell to be more discerning in what types of creatures or objects trigger the alarm. Instead of being triggered whenever a creature of Tiny size or larger enters the warded area, you can set whatever triggering conditions you wish, as long as they are based on observable phenomenon. For example, you could cause the *selective alarm* to trigger when creatures of a certain race (such as orcs, bugbears, or kobolds) enter the area, or whenever a group of four or more creatures enters the area together, or when a metal object is brought into the area. You can't choose triggering conditions that rely on unobservable information, such as having it triggered when creatures of a certain alignment enter the area, nor could you have the alarm be triggered by "something worth more than 5,000 gp" entering the area, or even "a weapon" entering the area, because an item's value and classification as a weapon is subjective, and might vary from one person to the next.

SHAMEFULLY OVERDRESSED

School enchantment (compulsion) [mind-affecting]; **Level** bard 2, inquisitor 2, mesmerist 2, psychic 3
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target creature touched
Duration 1 round/level (D)
Saving Throw Will negates; **Spell Resistance** yes
The target sees its own attire as hopelessly out of fashion, ostentatious, and embarrassing, and is filled with a compulsion to strip off all clothing. Each round, the target must spend a move action to remove a worn item that can be removed with a move action, dropping the item once it is removed. The target doesn't distinguish between magical and nonmagical items when removing them. Each round it removes an item as determined randomly from the following slots: belt, body, chest, eyes, feet, hands, head, headband, shoulders, or wrists. When determining randomly, don't include any slots if the character has no item of that sort, and don't include items that take more than one move action to remove. Though creatures can't have more than one magic item in any of those slots, they can have multiple mundane items that fit each slot, in which case randomly decide which one they remove. If a target is wearing clothing that doesn't fit in any of those slots, such as breeches or a quiver, add it to the list of possibilities at the GM's discretion.

The target regards the discarded items with revulsion, and if forced to touch such an item (such as with a melee or ranged touch attack using the item as an improvised weapon), the target becomes sickened for 1d3 rounds. Other than the move action to remove items, the character can take whatever actions it chooses.

SHIFTED STEPS

School illusion (glamer) [sonic]; **Level** alchemist 2, antipaladin 2, bard 2, inquisitor 2, magus 2, medium 2, mesmerist 2, occultist 2, psychic 2, sorcerer/wizard 2, spiritualist 2
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one creature or object up to 10 feet across

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Duration concentration + 1 round/level (D)
Saving Throw Will negates (harmless) and Will disbelief (if interacted with); see text; **Spell Resistance** no

You cause the target to sound as if it is elsewhere within range, including its movements, speech, and all other sounds. As long as you concentrate, you can cause the sound's apparent location to change as you see fit within range from your current location. Once you cease concentrating, the sound moves so that it remains the same relative distance and direction from the target. This spell can fool any sound-based blindsense or blindsight (including echolocation), but it can't fool other forms of detection such as other forms of blindsense or blindsight, lifesense, normal vision, and tremorsense. The target receives a saving throw against the effect if it doesn't wish for you to shift its sound, and any creature that interacts with the illusion receives a Will save to disbelieve the glamer.

SWALLOW POISON

School transmutation; **Level** alchemist 5, druid 5, shaman 5, witch 5
Casting Time 1 standard action
Components V, S, DF
Range personal
Target you
Duration 1 hour/level or until discharged

A special gland grows on the inside of your throat, which absorbs any poisons that you ingest, and can be used to expel them in a toxic spray. Any time you consume ingested poison during the spell's duration, you can roll a caster level check against the poison's save DC in order to harmlessly absorb the poison, ignoring its effects. The spell can absorb up to 1 dose of poison per 3 caster levels, after which the gland is unable to process any more poison, and any further doses of ingested poison affect you normally.

You store each dose of absorbed poison within the gland, and you can end the spell to spray one dose of absorbed poison out of your mouth as a standard action. This sprays the poison in a 15-foot cone. Each creature in the area must succeed at a Reflex save (at *swallow poison*'s DC) or be exposed to the sprayed poison, which is treated as though it were a contact poison for this purpose. Everything about the poison other than its type, including its frequency, effect, and saving throw DC, are unaffected by this spell. Any other doses of poison you had absorbed instantly become inert when you end the spell. If the spell's duration ends without you spraying a poison, all poisons you had absorbed become inert.

THEY KNOW

School enchantment (compulsion) [emotion[UM], fear]; **Level** bard 3, inquisitor 3, mesmerist 3, paladin 3, psychic 4, shaman 4, witch 4
Casting Time 1 standard action
Components V, S, F/DF, M (a drop of black ink)
Range medium (100 ft. plus 10 ft./level)
Target one intelligent creature
Duration 1 minute/level (D)
Saving Throw Will negates; **Spell Resistance** yes

You instill a target with the fear that the nearest other intelligent creature knows her darkest secret. If she is in the midst of another situation as vital as protecting her darkest secret, such as combat, this doesn't cause her to cease participating, but otherwise, she becomes compelled to use her abilities and skills to determine exactly how much the other individual knows. Even if she isn't around other creatures or otherwise avoids confronting her paranoia for a time, the nagging fear causes the target to become shaken for the duration of the spell (though this doesn't stack with other fear effects to make the target frightened or panicked).

The subject's paranoia increases over time, forcing her to take additional steps to protect herself from the other creature. Depending on her personality (or subject to the GM's discretion), she might confess, publicly demand to know what the other creature knows, attack the other creature to silence it, or offer the other creature a bribe.

The spell fails if the target truly feels she has nothing to hide.

TRACE TELEPORT

School divination; **Level** psychic 4, sorcerer/wizard 5
Casting Time 1 standard action
Components V, S, F (a magnifying lens)
Range 40 feet
Area 40-ft.-radius emanation centered on you
Duration 1 minute/level
Saving Throw none; **Spell Resistance** no

You immediately become aware of any teleportation effects that begin or end within the spell's area. The spell's area radiates from you and moves as you move. You know the exact origin point of any teleportation effect that originates within the spell's area, and the exact end point of any teleportation effect that terminates within the spell's area. Further, you can detect the lingering traces of any teleportation effect that occurred up to 1 hour previously, in the same fashion. You intuitively know, to the nearest minute, when the teleportation effect occurred.

Whenever you detect the origin point or termination point of any teleportation effect with this spell, you can study that origin point or termination point for 1 round. If you do, you can attempt a caster level check (DC = 11 + the teleportation effect's caster level), taking a –5 penalty if the effect occurred more than 1 minute ago. If you succeed, you gain a glimpse of the teleportation effect's termination point (if you detected an origin point) or origin point (if you detected a termination point). This glimpse lasts long enough for you to get a brief look at the area, but not long enough to scrutinize it in detail. It doesn't come with any geographic knowledge of the location, so it is not sufficient for *teleport* or similar magic. You can't retry the caster level check, even if you cast *trace teleport* again.

TRADE ITEMS

School conjuration (teleportation); **Level** bard 3, mesmerist 3, sorcerer/wizard 4, summoner 3
Casting Time 1 standard action

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Components V, S, F (any held object weighing no more than 5 lbs./level)
Range close (25 ft. + 5 ft./2 levels)
Target one object weighing no more than 5 lbs./level
Duration instantaneous
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You cause the target object and the object used as a focus for the spell to immediately swap places. The target object appears in your hand (or falls to the ground in your square if you are unable to hold it). The stronger the connection between the two objects, the more difficult the spell is to resist, as indicated on the table below. The modifiers are cumulative.

Similarity	DC
The two objects are the same type of object (such as "keys," "swords," "scrolls")	+1
The two objects are made of the same material	+1
The two objects have the same weight (accurate to the nearest ounce)	+1
The two objects are part of the same set or made in the exact same mold	+2
The target object has a higher gp value than the focus item	–2
The target object is tied its holder, such as a bonded item	–2

TREACHEROUS TELEPORT

School conjuration (teleportation) [ruse]; **Level** magus 6, occultist 6, psychic 6, sorcerer/wizard 6, spiritualist 6, summoner 6, witch 6

This spell functions as *teleport* except that you can opt to intentionally cause any number of the creatures traveling with you to suffer a mishap or arrive in a specific different location you visualize simultaneously with the original destination, or both.

Attempts to identify *treacherous teleport* with a skill check incorrectly identify it as *teleport* (see the ruse descriptor on page 192).

TRIGGERED HALLUCINATION

School illusion (phantasm) [mind-affecting]; **Level** bard 6, magus 6, mesmerist 6, occultist 6, psychic 6, sorcerer/wizard 6
Components V, S, M (jade dust worth 25 gp)
Target one creature
Duration permanent until triggered, then 1 minute/level

This spell functions as *audiovisual hallucination* (see page 204), except that this spell's phantasm has no apparent effect until a specific condition occurs. You must overcome the target's spell resistance to plant the *triggered hallucination*, but the target doesn't attempt a Will save to disbelieve the illusion until the condition occurs (at which point it receives an automatic Will save, as with *audiovisual hallucination*). The phantasm can include auditory, olfactory, visual, tactile, and thermal elements, including intelligible speech.

You set the triggering condition (such as hearing a certain word or seeing a type of creature) when casting the spell. The event that triggers the illusion can be as general or detailed as desired but must be based on an audible, tactile, olfactory, or visual trigger. The trigger can't be based on any quality not

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normally obvious to the senses, such as alignment. *Triggered hallucination* uses the target's senses to notice triggers.

TRUE PROGNOSTICATION

School divination; **Level** cleric 8, psychic 8, shaman 8, witch 8
Casting Time 1 week
Components V, S, M (rare incense and tonics worth 1,000 gp)
True prognostication functions as *divination* except that the spell can see up to 100 years into the future. Because of the extreme unpredictability of the far-distant future, *true prognostication* is incredibly cryptic when used to learn about events on such large a scale.

UNDERBRUSH DECOY

School transmutation; **Level** druid 1, ranger 1, shaman 1
Casting Time 1 swift action
Components S
Range close (25 ft. + 5 ft./2 levels)
Target one non-creature plant of size Tiny, Small, or Medium
Duration 1 round
Saving Throw Will negates (object); **Spell Resistance** yes (object)
You cause a plant to rustle noisily, distracting nearby creatures. You can attempt a Bluff check to create a distraction to hide, using your caster level + your Wisdom modifier in place of your total Bluff skill bonus and applying the result to all creatures within 30 feet. You count the target as distracted, as do any creatures that knew about your distraction in advance. Creatures might not be distracted if they detect you casting the spell or otherwise anticipate your subterfuge.

UNDETECTABLE TRAP

School illusion (glamer); **Level** antipaladin 2, occultist 3, ranger 2
Casting Time 10 minutes (see text)
Components V, S, M (a square of black silk worth 50 gp)
Range touch
Target trap touched
Duration 1 day/level (D)
Saving Throw none; **Spell Resistance** no
You shroud a single trap with a powerful illusion to make it more difficult to locate. Spells like *detect magic* can't locate any magic aura from either the target trap or from *undetectable trap*. Furthermore, a character under the effect of the *find traps* spell doesn't receive an automatic chance to locate the target trap when she comes within 10 feet of it, and the bonus on Perception checks from *find traps* doesn't apply to attempts to notice the target trap. Add 1/2 your caster level to the DC for any creature without the trapfinding class ability to notice the target trap with Perception checks.

A ranger with the ranger traps class feature (*Pathfinder RPG Ultimate Magic* 64) can cast this spell on a ranger trap he creates as part of the same action he uses to prepare a ranger trap. This doesn't reduce the spell's casting time if such a ranger casts this spell on an ordinary trap, even one that he created himself using Craft (traps).

UNERRING TRACKER

School divination; **Level** alchemist 5, druid 6, occultist 4, ranger 4
Casting Time 10 minutes
Components V, S, DF
Range personal
Target you
Duration 10 minutes/level
Saving Throw none; **Spell Resistance** no
During this spell's duration, you can touch the sign of a creature's passage that you have identified using the Survival skill to make the other steps in the creature's path perfectly clear to you, no matter how minute. This trail can't be more than 24 hours old. You can follow the trail at any speed, provided you have line of sight to the trail. You can distinguish the trail of the particular creature followed even if it joins and splits with other trails. Once you have selected a trail to follow using this spell, it can't be changed.

The spell is unable to follow teleportation or interplanar travel for any distance. The trail appears to end where the creature teleported (though a successful Spellcraft check allows you to determine the method of teleportation, if a spell was used). *Unerring tracker* can't track creatures under the effect of a *pass without trace* spell, as those creatures leave no trail at all, but can track creatures using *nondetection* (though not *mind blank*).

This spell can be used to track flying creatures, but the trail must at least begin on a solid surface.

This spell doesn't reveal the creature's current position or any shorter path than the one it followed (for instance, it will not reveal that the creature doubled back upon the trail until you reach the point where the creature turned around.) It doesn't reveal traps or other hazards along the trail.

URBAN STEP

School conjuration (teleportation); **Level** bard 2, magus 3, occultist 3, sorcerer/wizard 3, summoner 3
Casting Time 1 standard action
Components V, S, M (scrap of cobweb)
Range medium (100 ft. + 10 ft./level)
Target two doors or other portals in range
Duration 1 round
You set up a magical connection between two doors (or other physical portals, such as windows) that both must be within range, line of sight, and line of effect. During the spell's duration, you can move through one of the two portals. When you do, you teleport to the other portal, emerging in either direction. Both portals must be open and unobstructed when you cast the spell and enter the first portal, and they both must be large enough for you to fit through, otherwise the spell ends and the teleportation fails. You can bring along objects as long as their combined weight doesn't exceed your maximum load. You can't bring other creatures with you, and other creatures that go through the portals don't teleport. Once you step through, the spell ends and you can't take any other actions until your next turn.

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VICARIOUS VIEW

School divination (scrying); **Level** bard 4, medium 3, mesmerist 4, occultist 4, psychic 4, shaman 4, sorcerer/wizard 4, spiritualist 4, witch 4
Casting Time 1 standard action
Components V, S
Range touch
Effect magical sensor
Duration 1 minute/level (D)
Saving Throw Will negates (object); **Spell Resistance** yes (object)

You plant a scrying sensor on a touched creature, object, or point in space, allowing you to see and hear the creature, object, or point and its surroundings (approximately 10 feet in all directions). If the creature or object on moves, the sensor moves with it. Unlike other scrying spells, *vicarious view* doesn't allow magically or supernaturally enhanced senses to work through it.

VOLUMINOUS VOCABULARY

School divination; **Level** alchemist 3, bard 2, cleric 3, inquisitor 2, medium 2, mesmerist 2, occultist 2, psychic 3, shaman 4, sorcerer/wizard 3, spiritualist 3, witch 3
Casting Time 1 standard action
Components V, S, M (a quill)
Range touch
Target creature touched
Duration 8 hours (D)
Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

You choose any language (except for secret languages, such as Druidic). The target gains the ability to speak, understand, read, and write that language. When you cast this spell, you can attempt a DC 15 Linguistics check. If you succeed, choose an additional language, plus one more language for every 10 by which your check result exceeded the DC.

Written material can be read at the rate of one page (250 words) per minute. As with *comprehend languages*, this spell doesn't impart insight into material the target read, just the literal meaning, and it doesn't allow the target to read magical writing or decipher codes.

If the target lacks the mental capacity to grasp a language, it still gains enough knowledge to respond to and carry out even extremely complex commands or suggestions coached in the language (whether written or spoken). However, since this spell endows the target merely with a temporarily enhanced vocabulary, the person offering instructions to nonsentient creatures must take care to avoid metaphors or any other ambiguity.

WIZENED APPEARANCE

School transmutation (polymorph); **Level** alchemist 1, bard 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, witch 1
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 hour/level
Saving Throw Fortitude negates; **Spell Resistance** yes

You polymorph your target to look like an older version of itself. You select how much older (for example, "10 years older" or "as an adult"). You can't otherwise change the target's appearance other than those details directly associated with aging (for example, a target's hair might turn gray or the target might develop liver spots). This spell allows children of creatures that are Medium or smaller when fully grown to grow one size category to the normal, adult size of that type of creature, but otherwise the selected age increase doesn't alter the creature's size. A change in size doesn't alter the target's ability scores. This spell doesn't affect or cause any age-based modifications to ability scores or other age-related effects like dragon age categories or natural metamorphoses.

Wizened appearance and *youthful appearance*[UM] counter and dispel each other.

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6 Gear and Magic Items

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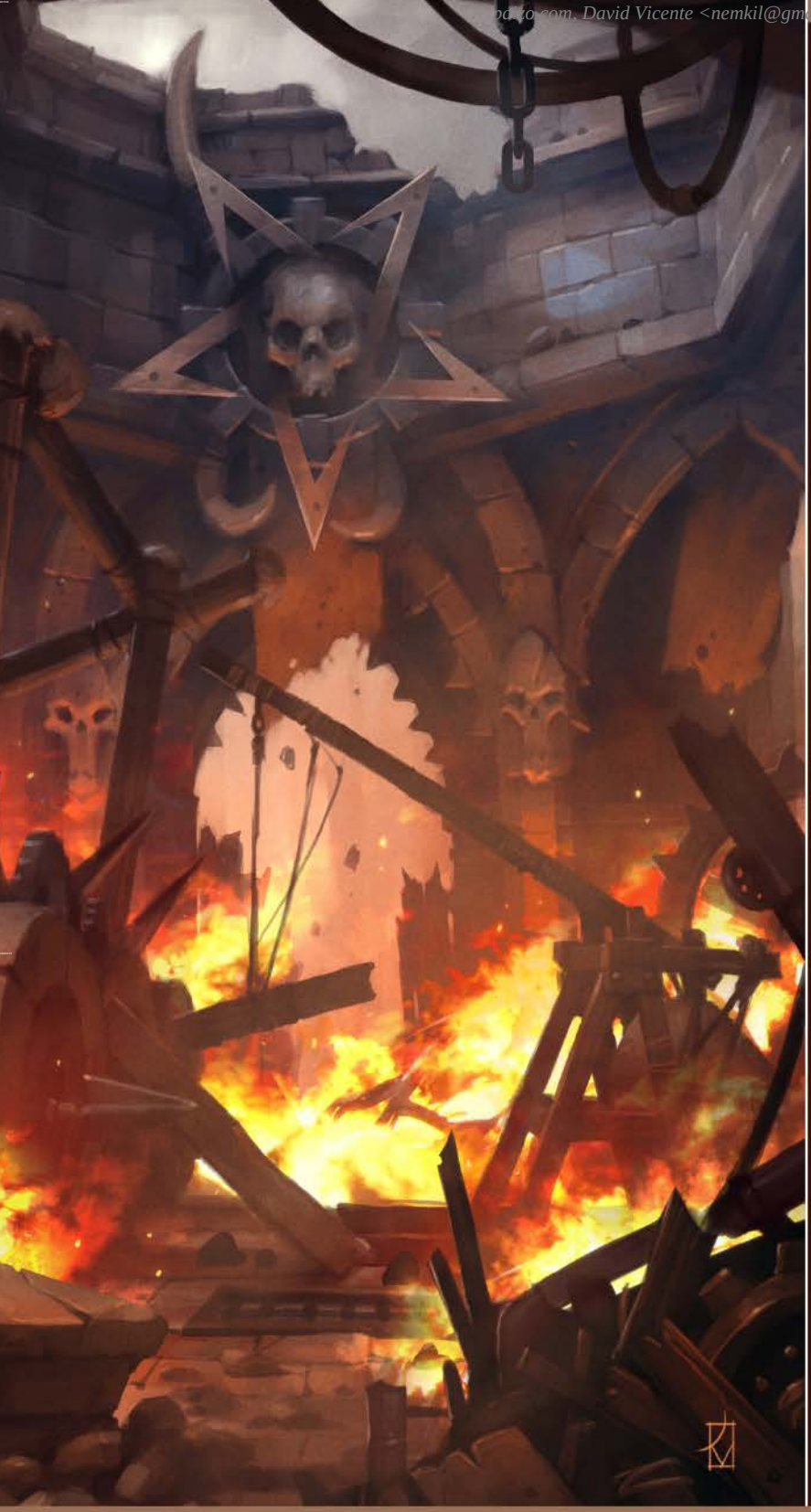

"My machine!" The inventor struggled, reaching toward the flames as if he would put them out with his own flesh. Maybe he would, given the opportunity. Zealots were like that.

Merisiel held him tight, blade pressed to his neck. Her stolen robes still reeked of brimstone and body odor. "Settle down there, gramps. Or else you'll be meeting your god before you've even had a trial."

"But why?" The man twisted to look into Merisiel's eyes, almost childlike in his pleading. "I did everything Lord Asmodeus asked! Why would he let this happen? How have I displeased him?"

"You haven't," Merisiel said. "I'm sure he loved your toy. But as far as you're concerned, there are only two gods that matter: the Archfiend and me. And you chose the wrong one..."

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Gear and Magic Items

This chapter details new gear and magic items for the Pathfinder RPG. While many of these items complement the class features and abilities of the vigilante class presented in this book, most can be used in any game.

Weapons

The new weapons and ammunition found on Table 6–1 are described below.

Featherweight Dart

PRICE 1 GP (10)
WEIGHT —

These extremely small and lightweight darts function like blowgun darts, except they are used to deliver poisons surreptitiously instead of dealing damage. When you hit with a dart, the poison is injected into the target while the dart breaks off and falls away, leaving the wound hard to spot. Any amount of damage reduction, hardness, or similar protection prevents the featherweight dart from delivering its injected poison. Anyone examining the target must succeed at a DC 20 Perception check to find the puncture wound, while finding the dart itself at the location where it fell requires a successful DC 15 Perception check. This ammunition can be used in both blowguns and wrist launchers.

Heavy Wrist Launcher

PRICE 250 GP
WEIGHT 2 lbs.

A larger version of the wrist launcher, this device fires a single crossbow bolt instead of a featherweight dart. If you are proficient with hand crossbows, you are also proficient with heavy wrist launchers.

Spring Blade

PRICE 70 GP
WEIGHT 1 lb.

This 4-inch blade is attached via a hinge to a wooden handle with a slot in the center, into which the blade can be folded. With a click of a switch, a spring thrusts the blade outward, where it locks into place until it is reset. Releasing the blade is a free action, and resetting it is a move action. The handle must be in your hand for the blade to be released; placing it in your hand requires the same type of action as drawing a weapon. A spring blade is easy to conceal: an observer must succeed at a DC 20 Perception check to notice the blade hidden within the wooden handle, and you gain a +4 bonus on Sleight of Hand checks to conceal a spring blade on your body.

Wrist Launcher

PRICE 200 GP
WEIGHT 1 lb.

This slender tube is strapped to one forearm and designed to be concealed beneath the sleeve, where the wielder can fire a featherweight dart with a twist of the wrist. The launcher functions by means of a tightly compressed spring, and must be reloaded and re-cocked with a separate ramrod as a full-round action. After firing, the wearer can attempt a Sleight of Hand check opposed by opponents' Perception checks to keep the wrist launcher concealed. If you are proficient with hand crossbows, you are also proficient with wrist launchers.

Adventuring Gear

The items found on Table 6–2: Adventuring Gear are described below, along with any special benefits they provide to the user ("you").

Kits: This section includes several kits of preselected gear for the vigilante class. GMs can use these kits to quickly round out NPCs' gear. Players can use them to equip new characters in a hurry or quickly provide gear to cohorts, followers, minions, and hirelings. The stated price for the kit includes a small discount for purchasing the listed items as a group. Items in the kit that are used up, destroyed, or lost cost the full price to replace.

Code Rod

PRICE 1 SP
WEIGHT 1 lb.

To all appearances, this device is nothing more than a plain rod, such as a dowel, although it can be made in the form of any cylindrical object, such as a cane or walking stick, curtain rod, scroll case, wind chime, or blow gun. The simplest form of code rod costs 1 sp and weighs 1 pound. If the rod has another use other than as a code rod, it uses the higher price and weight of the two items. Two code rods of matching circumference must

Table 6-1: Weapons

Simple Weapons	Price	Dmg (S)	Dmg (M)	Critical	Range	Weight[1]	Type[2]	Special
Light Melee Weapons								
Spring blade	70 gp	1d3	1d4	×2	10 ft.	1 lb.	P or S	—
Exotic Weapons	**Price**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range**	**Weight[1]**	**Type[2]**	**Special**
Ranged Weapons								
Heavy wrist launcher	250 gp	1d3	1d4	19–20/×2	30 ft.	2 lbs.	P	—
Wrist launcher	200 gp	—	—	—	20 ft.	1 lb.	P	—
Featherweight darts (10)	1 gp	—	—	—	—	—	—	—

[1] Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon twice as much.
[2] A weapon with two types is either type (wielder's choice) if the entry specifies "or."

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be used in pairs to work properly. The second rod can be an item similar to the first, or it can simply be made to the same dimensions. To use a code rod, a long, narrow strip of paper is wrapped around the rod in a spiral pattern such that the edge of the paper touches the previous circuit with each pass, forming a continuous surface. A message is written along the length of the rod, one character to each coil of paper, row by row, until the paper is full. Once the message is completed, the strip of paper is unwound, rendering the message indecipherable. It can then be rolled up and sent to the recipient, who wraps it around the other rod and can then read the message. The users can write in plain language or further encode the message. Someone intercepting the message, if they recognize the use of a code rod, can attempt to find another rod of similar circumference, using Linguistics to crack the code rod's message.

CONCEALABLE THIEVES' TOOLS

PRICE 190 GP
WEIGHT 1/2 lb.

Smaller and made of stronger materials than most thieves' tools, the items in this kit are much easier to conceal. You gain a +4 bonus on Sleight of Hand skill checks to conceal these tools on your body. They otherwise function as masterwork thieves tools (granting a +2 circumstance bonus on Disable Device checks).

CONCEALMENT COIN

PRICE 12 GP
WEIGHT 1/10 lb.

A concealment coin appears in all respects like a typical coin of the realm and is often crafted from an ordinary coin—though for soft metals like gold, the coin is typically made with an iron or steel interior and then plated with the more valuable metal. Twisting the coin along its edge unscrews the two halves, revealing a thin, hollow space inside. Such coins are often used to hide small messages written on very fine paper for covert delivery. Noticing a concealment coin's true nature requires a successful DC 25 Perception check.

ESQUIRE ATTACHÉ CASE

PRICE 100 GP
WEIGHT 8 lbs.

An esquire attaché case contains the materials and references for drafting agreements and treaties. Carried by ambassadors and diplomats, these kits hold masterwork writing implements, fine parchments, special inks, and references on the legal languages of specific nations or regions. When purchasing a kit, you must select a nation or region. An esquire attaché case grants you a +2 circumstance bonus when used to draft diplomatic and legal documents in the chosen nation or region. These are typically Profession (barrister) checks, but may include other checks related to creating documents, such as Knowledge (local), Knowledge (nobility), or Linguistics.

HOLLOW BOOK

PRICE 15 GP
WEIGHT 3 lbs.

Under regular scrutiny, a hollow book appears as a normal tome. However, it is designed to hold a concealed item within its pages. One type of hollow book simply has a cavity cut into the interior

TABLE 6-2: ADVENTURING GEAR

Item	Price	Weight
Code rod	1 sp	1 lb.
Concealable thieves' tools	190 gp	1/2 lb.
Concealment coin	12 gp	1/10 lb.
Esquire attaché case	100 gp	8 lbs.
Hollow book	15 gp	3 lbs.
Perfume kit	40 gp	10 lbs.
Poison lip paint	5 gp	—
Puzzle heel (3 steps)	20 gp	—
Puzzle heel (4 steps)	40 gp	—
Puzzle heel (5 steps)	80 gp	—
Quick-change outfit	Varies	5 lbs.
Scroll belt	3 sp	—
Sentry seeds	7 gp	1/2 lb.
Subversive vest	45 gp	1 lb.
Subversive vestment	90 gp	2 lbs.
Vigilante's kit	8 gp	22 lbs.

pages that can hold a small pouch or similar item. Flipping the cover of this type of book open instantly reveals its true nature. Another type has a much thinner cavity cut into its unusually thick cover. The cavity is concealed by the book's end-paper, which is affixed to the inside of the cover by a gentle adhesive and can be peeled back and then reclosed repeatedly. A small packet of folded documents can be carefully hidden inside the cavity, and a successful DC 20 Perception check is required to notice the hidden space.

PERFUME KIT

PRICE 40 GP
WEIGHT 10 lbs.

A perfume kit consists of an atomizer and a diverse array of perfumes, scented oils, wild flowers, and herbs. Applying scents from a perfume kit takes 1 minute, and grants you a +1 circumstance bonus on Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, or Perform checks, subject to GM discretion. You must choose the type of check when you apply the fragrances. This bonus typically doesn't apply in combat or against hostile creatures, and might not work on creatures without olfactory senses or who would be more offended than entranced by your scent. The bonus lasts for 4 hours. You can gain only one bonus from a perfume kit at a time, and the bonus from perfume does not stack with bonuses from any masterwork tools you possess for the same skill. A perfume kit is exhausted after 10 uses.

POISON LIP PAINT

PRICE 5 GP
WEIGHT —

Poison lip paint is a favorite among courtiers who practice the arts of deception and intrigue. It allows the wearer to deliver a dose of contact or ingested poison by means of a kiss. This kiss can be to the hand, cheek,

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or other exposed skin to deliver a contact poison, but must be on the mouth for an ingested poison. A kiss delivers the full dose of the poison, and that application of poison lip paint then becomes nonpoisonous. To use poison lip paint without being exposed to the poison, the wearer must first apply a protective layer of base material. When using an ingested poison, the wearer can instead consume an antidote prior to application. (When the user applies a contact poison, preemptively consuming an antidote results in the wearer's skin harmlessly absorbing the poison, as does immunity to poison.) A kit contains enough base material and lip paint for 10 doses. The poisons must be purchased separately and mixed into the lip paint.

PUZZLE HEEL

PRICE varies
WEIGHT —

Used as a replacement for the heel and sole of a shoe or boot, a puzzle heel can be used to secret away items so you can retrieve them when needed. To open the small compartment inside a puzzle heel, you must press, turn, and twist the heel and sole in a particular pattern. The increased complexity of a puzzle heel grants a circumstance bonus on Sleight of Hand checks to conceal items, depending on the complexity of the opening process. Opening the heel without knowing the sequence requires a successful Disable Device check. A puzzle heel compartment is roughly 5 cubic inches in volume.

Complexity	Price	Sleight of Hand Bonus	Disable Device DC
3 steps	20 gp	+4	20
4 steps	40 gp	+6	25
5 steps	80 gp	+8	30

QUICK-CHANGE OUTFIT

PRICE varies
WEIGHT 5 lbs.

A quick-change outfit is actually two different sets of attire sewn together, one inside the other. The quick-change outfit allows the wearer to rapidly change from one outfit into another by reversing (pulling inside out) the entire outfit. It takes a full-round action to slip out of the quick-change outfit, reverse it, and put it back on. The two different outfits can appear to be of any variety, such as a noble's outfit on one side and a monk's outfit on the other. The appearance is only superficial, so the outfits do not grant any special bonuses (such as a cold-weather outfit's benefits against exposure to cold). Anyone paying particular attention to the outfit can notice discrepancies (such as odd seams and unusually thick padding) with a successful DC 20 Perception check. The outfit's price is equal to double the price of the more expensive of the two outfits it mimics.

SCROLL BELT

PRICE 3 SP
WEIGHT —

This garment is specially designed to have a single spell scribed on the inside of its surface, hidden from prying eyes. Infiltrators and spies often use scroll belts to secure extra magical means of escape when the remainder of their equipment is taken during capture. The belt is reusable, though the normal costs and time required to scribe a spell on the belt for each new spell apply. You must remove the belt and hold it in a free hand in order to use the scroll.

SENTRY SEEDS

PRICE 7 GP
WEIGHT 1/2 lb.

Sentry seeds are small, hollow, ovoid glass beads with flat sides. A specially crafted pouch, containing enough seeds to fill eight 5-foot squares, allows the user to evenly scatter these seeds across any flat, hard, mostly level surface. When stepped upon, the glass beads break with audible pops (Perception DC 10), warning of potential intruders. Although they are easy to see in the light (Perception DC 10), sentry seeds are difficult to spot in dim light or darkness (Perception DC 20).

SUBVERSIVE VEST

Vest	**PRICE** 45 GP	**WEIGHT** 1 lb.
Vestment	**PRICE** 90 GP	**WEIGHT** 2 lbs.

Subversive vests are tailored to the pinnacle of courtly fashion, yet have strategically placed compartments for hiding thieves' tools. You gain a +2 circumstance bonus on Sleight of Hand checks to conceal thieves' tools within a subversive vest.

A subversive vestment is like a subversive vest, but resembles a clerical vestment and has a greater carrying capacity. In addition to thieves' tools, you can stow two 1-pint flasks in specially designed pockets that conceal the items' bulk from common view, with the same circumstance bonus as a subversive vest.

VIGILANTE'S KIT

PRICE 8 GP
WEIGHT 22 lbs.

This kit includes a backpack, a belt pouch, a blanket, torches (10), trail rations (5 days), and a waterskin.

ALCHEMICAL TOOLS

Alchemical tools can prove extremely useful in a variety of adventuring situations, including battles, dungeon delving, or crafting other alchemical items. All of these tools can be made with the Craft (alchemy) skill; the DC to craft each item is listed in Table 6–3: Alchemical Tools.

Ultimate Intrigue introduces two new abilities for alchemical items: alchemical burn and alchemical inspiration.

Alchemical Burn: Some alchemical items allow you to accept alchemical burn. To accept alchemical burn, you voluntarily take 1 point of nonlethal damage per character level when imbibing the item to gain the listed benefit. This damage can't be healed by any means other than getting a full night's rest, which removes all alchemical burn and associated nonlethal damage. Nonlethal damage from alchemical burn can't be reduced or redirected, and if you are incapable of taking nonlethal damage, you gain no benefit from alchemical

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items that cause alchemical burn. You can accept alchemical burn only once per round, and can't accept both alchemical burn and burn from the kineticist class (*Pathfinder RPG Occult Adventures* 11) in the same round. A kineticist can use her internal buffer to avoid accepting alchemical burn. If you have accepted alchemical burn, you cannot benefit from abilities that allow you to ignore or alter the effects received from nonlethal damage. You can benefit from only one item that uses alchemical burn at a time. If you imbibe another, the second item has no effect.

Alchemical Inspiration: Items that grant alchemical inspiration function similar to the inspiration class feature of the investigator class (*Pathfinder RPG Advanced Class Guide* 31). Such an alchemical item typically grants a number of uses of alchemical inspiration that can be used during the duration of the item. As a free action, you can expend one use of alchemical inspiration to add 1d6 to the result of a check of the type dictated by the alchemical item (as an alchemical bonus). This can be used even if you take 10 or 20. This choice is made after the check is rolled and before the results are revealed. You can use alchemical inspiration only once per check or roll, and can't use both inspiration and alchemical inspiration on the same check or roll. In addition, if you have the inspiration class feature, you gain an additional +1 bonus when using inspiration on the appropriate type of check, whether the inspiration came from your class feature or from alchemical inspiration. You can benefit from only one item that grants alchemical inspiration at a time. If you imbibe another during the duration, the second one has no effect, even if you have already used all of your alchemical inspiration from the first item.

Table 6-3: Alchemical Tools

Item	Cost	Weight	Craft DC
Accuracy lozenge	330 gp	—	25
Age ointment	80 gp	—	15
Alchemical dye kit	160 gp	6 lbs.	20
Boar's bellow	190 gp	—	15
Efreeti cord	50 gp	—	10
Efreeti switch	25 gp	—	10
Falsehood fizz	190 gp	—	15
Fellowship film	190 gp	—	15
Flash seeds	35 gp	1/2 lb.	15
Intuition serum	190 gp	—	15
Night stalker's tonic	200 gp	—	20
Rake's friend	120 gp	—	15
Singer's solution	120 gp	—	15
Speech resin	410 gp	—	25
Swift hands tonic	250 gp	—	20

Accuracy Lozenge

PRICE 330 GP
WEIGHT —

The effects of this gray-green pill last for 5 minutes after consumption. During this time, when making a full attack, you can accept alchemical burn to make your second attack at your full base attack bonus instead of the attack bonus for your second attack. An accuracy lozenge gives no benefit on attacks beyond the second, nor does it provide a second attack if you don't already have one.

Age Ointment

PRICE 80 GP
WEIGHT —

This white, waxy ointment allows you to appear older or younger, and is useful for both people who need disguises and the vain. When mixed with an equal amount of sealing wax, it forms a gray paste that discolors and relaxes your skin, reducing the penalty on Disguise checks to appear older than you are by 2. When mixed with an equal amount of soap, it forms a rosy paste that clarifies and tightens your skin, reducing the penalty on Disguise checks to appear younger than you are by 2. An application of age ointment lasts for 1d4+1 days. Age ointment

Tools of Intrigue

It's not enough to be skilled—you also need to have the right tools for the job! All of the items listed under the following devious undertakings are suited for spies and saboteurs. A few appear in the *Pathfinder RPG Core Rulebook*, but all can be found in *Pathfinder RPG Ultimate Equipment*.

Disguise: If you're going to blend in, you'll need a disguise kit and appropriate outfits. Mock armor allows arcane spellcasters and other lightly armored characters to blend in with soldiers without compromising their abilities. A reversible cloak, tear-away clothing, or a wig makes it easier to change disguises quickly. Accessorize with a pickpocket's outfit, pocketed scarf, or false-bottomed chest to hide your illicit tools or stolen items.

Forgery: Make better forged documents with a book of letters or a forger's kit.

Infiltration: Countless magic items have powers that aid infiltration. Many improve your skills by providing numerical bonuses (such as the *elixir of hiding*) or additional options (such as the *minor stone cloak*). Others duplicate useful spells, including such classics as the *hat of disguise* and *ring of invisibility*. Items that allow you to travel where others can't, such as *boots of levitation* or *slippers of spider climbing*, are always useful. Extradimensional spaces can be used to carry tools or loot surreptitiously.

Reconnaissance: A number of tools make reconnaissance easier. Pen and paper, chalk and slate, or a stylus and wax tablet can be used to make notes, draw maps, or sketch images. An ear trumpet allows you to more easily eavesdrop, while a mirror or periscope lets you watch events while remaining hidden or check around corners for guards.

Thieving: Beyond the ubiquitous thieves' tools, other tools to bypass locks range from subtle (a skeleton key or wax key blank) to brute force (an acid flask or wire saw). A glass cutter or glue paper is useful when breaking into buildings with windows. Alchemical grease and a climber's kit both improve your ability to get into difficult places.

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can be used once, and the price includes the required amounts of sealing wax and soap.

Alchemical Dye Kit

Price 160 GP
Weight 6 lbs.

This kit provides a variety of creamy liquids in glass jars, and allows you to temporarily change the color of your hair or skin to match that of a creature of any humanoid race. This includes exotic and unusual hues, such as gnome hair colors.

If used as part of a Disguise check, this kit reduces the time required to create the disguise by 1d6 minutes (to a minimum of a full-round action), and halves the penalty to disguise yourself as a different race whenever such recoloration is necessary. Each use of the kit changes either hair or skin color. If you need to change both your hair color and your skin color, you must spend two uses of the kit to gain the benefit.

Each dye takes 1 minute to apply (thus requiring 2 minutes to change both hair and skin color). Once applied, the colors are waterproof, and can't be rubbed or burned away. An application of dye fades after 1d4+1 days unless removed earlier by magical means. Applying a new application of alchemical dye immediately covers and replaces a previous application. An alchemical dye kit is exhausted after 10 uses.

Boar's Bellow

Price 190 GP
Weight —

When imbibed, this bitter, rust-colored concoction grants you 1d4 uses of alchemical inspiration that can be used only on Intimidate checks. The benefits of boar's bellow last for 1 hour; during this time, you must roll all Diplomacy checks twice and take the worse result.

Efreeti Cord

Price 50 GP
Weight —

Originally discovered by dwarven alchemists working with adamantine dust, efreeti cord is a viscid length of string approximately 18 inches long and blue-gray in color. It can be purchased in greater lengths by multiplying the price for every 18 inches or fraction thereof. Flexible and sticky, a length of efreeti cord can be carefully shaped into almost any pattern, draped upon an object, or wrapped around a fixture, and will stay in place until activated. Once activated (using an efreeti switch; see below), efreeti cord rapidly heats up, and after 1 round becomes a white-hot cord of fire. In the first round, the cord deals 3d6 points of fire damage to an object. This damage ignores any hardness less than 10, and is not halved for an object. The cord continues to burn for 2 additional rounds, dealing 2d6 points of fire damage the first additional round and 1d6 points the second.

Efreeti Switch

Price 25 GP
Weight —

An efreeti switch is the activation device for efreeti cord; it measures approximately 6 inches in length and is made of a supple, red-brown alchemical compound. It is not consumed when activating a length of cord, and it can be used with any length of efreeti cord. It's possible to key lengths of efreeti cord to a specific switch; however, this doubles the price of both the efreeti cord and the switch.

Falsehood Fizz

Price 190 GP
Weight —

When imbibed, this cloudy, pink liquid grants you 1d4 uses of alchemical inspiration that can be used only on Bluff checks to lie or to deliver secret messages. Additionally, you can spend two uses of alchemical inspiration to gain inspiration on a saving throw against truth-detecting or truth-forcing magic (such as *discern lies* or *zone of truth*).

The benefits of falsehood fizz last for 1 hour. During this time, you must roll Sense Motive checks twice and take the worse result.

Fellowship Film

Price 190 GP
Weight —

By eating this thin sheet of glossy gelatin, you gain 1d4 uses of alchemical inspiration that can be used only on Diplomacy checks. The benefits of fellowship film last for 1 hour, during which you must roll all Intimidate checks twice and take the worse result.

Flash Seeds

Price 35 GP
Weight 1/2 lb.

These alchemical beads function as sentry seeds (see page 234), but are also filled with an alchemical gas that explodes on contact with the air. This explosion is louder and flashier than the pop of normal sentry seeds (Perception DC 0). Creatures within 5 feet of the beads when they break must succeed at a DC 11 Fortitude save or be blinded for 1 round.

Intuition Serum

Price 190 GP
Weight —

By drinking this clear, fizzy liquid, you gain 1d4 uses of alchemical inspiration that can be used only on Sense Motive checks. The benefits of intuition serum last for 1 hour; during this time, you must roll all Bluff checks twice and take the worse result.

Night Stalker's Tonic

Price 200 GP
Weight —

Once you imbibe this metallic-tasting liquid, its effects last for 1 hour. During this time, you can accept alchemical burn to increase your sneak attack damage by 1d6 points or your hidden strike damage by 1d4 or 1d8 points (as appropriate) for 1 round. If you don't possess the sneak attack or hidden strike abilities, imbibing this tonic has no effect.

Rake's Friend

Price 120 GP
Weight —

You can accept alchemical burn when you imbibe this draught to gain 1 grit point or 1 panache point. The effects of rake's

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friend last for 1 hour; if not spent within 1 hour, this point is lost. Rake's friend has no effect if you don't have the ability to use grit or panache.

SINGER'S SOLUTION

PRICE 120 GP
WEIGHT —

When you imbibe this draught, you can accept alchemical burn to gain an additional 4 rounds of bardic performance or raging song for the day. The effects of singer's solution last for 1 hour; if not spent within 1 hour, these additional rounds are lost. Singer's solution has no effect if you don't have the bardic performance or raging song class features.

SPEECH RESIN

PRICE 410 GP
WEIGHT —

Chewing this gummy substance grants you 1d4 uses of alchemical inspiration that can be used only on Charisma-based skill checks. This benefit lasts for 1 hour, during which you must roll all Wisdom-based skill checks twice and take the worse result.

SWIFT HANDS TONIC

PRICE 250 GP
WEIGHT —

When imbibed, this bitter, rust-colored concoction grants you 1d4 uses of alchemical inspiration that can be used only on Disable Device checks and Sleight of Hand checks. These benefits last for 1 hour; during this time, you must roll all Acrobatics checks and Escape Artist checks twice and take the worse result.

MAGIC ITEMS

The magic items in these sections are divided into the categories outlined in *Pathfinder RPG Ultimate Equipment*, so you can use them with the treasure generator detailed in that book. If you're running an adventure featuring an NPC with levels in vigilante, have a PC with levels in that class, or are using one of the subsystems from *Ultimate Intrigue*, consider either using items from this book before rolling randomly on the treasure generator or adding these items to the treasure generator.

Specific Armor and Shields

The following section includes armor and shields with unusual powers and magical abilities. Magic armor and shields can have either abilities that need to be activated to function or abilities that work passively and constantly.

TABLE 6-4: SPECIFIC ARMOR AND SHIELDS

Lesser Medium Shield	Price
Lockpick shield	7,159 gp

Greater Major Armor	Price
Diviner's blight	31,160 gp

DIVINER'S BLIGHT

PRICE 31,160 GP
SLOT armor | **CL** 13th | **WEIGHT** 15 lbs.
AURA strong illusion

Aside from its superb craftsmanship, this *+4 leather armor* has little to distinguish it from any other armor. Once per week, while a living creature wears a suit of *diviner's blight* armor, the wearer can recite a command word and spend 1 minute in concentration to have the armor imitate a creature with which the wearer is familiar. The imitated creature must be within one size category of the wearer. Imitating a creature has no visible effect on the armor or the wearer, but instead confounds magical divinations.

Spells such as *scrying* meant to observe the imitated creature instead observe the wearer, who appears to the scryer as the imitated creature; the imitated creature still attempts any necessary saving throw or applies its spell resistance, but if the spell succeeds, *diviner's blight* redirects any scrying sensor to its wearer. Magical means of detecting a creature's location always consider the location of the wearer as the actual location of the imitated creature, and only 8th-level or higher spells like *discern location* or *greater prying eyes* can overcome this effect. Spells such as *detect lies* or *zone of truth* react as though the wearer were the imitated target and not himself, but only for the purpose of stating his identity. *Diviner's blight* would not, for instance, affect a question about the wearer's mother's name.

The imitation remains in place until the wearer chooses a different creature to imitate or spends 1 minute in concentration to end it. The armor resumes its normal form when removed, but the target of its imitative effect remains set—when a character dons the armor (whether the character who dons the armor is the last wearer or a different person), the armor immediately begins imitating the creature it's set to imitate again.

CONSTRUCTION REQUIREMENTS | **COST** 15,660 GP
Craft Magic Arms and Armor, *misdirection*, *project image*

LOCKPICK SHIELD

PRICE 7,159 GP
SLOT shield | **CL** 11th | **WEIGHT** 6 lbs.
AURA moderate transmutation

With a command word, the bearer of this *+2 light steel shield* can cause a series of lockpicks and tiny tools to extend from the front of the shield and begin picking a lock or disabling a detected trap. The shield attempts a Disable Device check with a +10 total skill bonus. The shield is treated as using thieves' tools, and can't gain any additional bonuses on the check from spells, the aid another action, or other abilities. The shield performs the work on the wearer's behalf, freeing her to take other actions. She must still remain in contact with the target of the Disable Device attempt for the normal number of

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rounds, but can move around the target, as long as she never breaks contact. The wearer is still the subject of any effects that result from the success or failure of the Disable Device check.

While picking a lock or disabling a device with the shield, the wearer loses her shield bonus to Armor Class, though the bonus does apply against any result of the Disable Device check that targets Armor Class (such as an attack from a trap triggered by the shield failing its check by 5 or more).

CONSTRUCTION REQUIREMENTS	COST 3,659 GP
Craft Magic Arms and Armor, *animate objects*	

Weapon Special Abilities

The following are new weapon special abilities. See page 467 of the *Pathfinder RPG Core Rulebook* for the rules regarding magic weapons. A weapon with a special ability must also have at least a +1 enhancement bonus.

Table 6-5: Weapon Special Abilities

+1 Weapon Special Ability	Price
Slithering	+1 bonus

+2 Weapon Special Ability	Price
Liberating	+2 bonus
Peaceful	+2 bonus
Silencing	+2 bonus
Truthful	+2 bonus
Unseen	+2 bonus

+3 Weapon Special Ability	Price
Umbral	+3 bonus

Liberating

PRICE +2 bonus		
SLOT none	**CL** 12th	**WEIGHT** —
AURA strong abjuration		

This special ability can be placed only on a melee weapon. A *liberating* weapon grants its wielder a competence bonus equal to the weapon's enhancement bonus on Sense Motive checks, and this bonus is doubled when attempting a Sense Motive check to sense enchantment (*Core Rulebook* 104). This increased bonus also applies on Spellcraft checks to identify an enchantment spell as it is being cast. When a *liberating* weapon is used to attack a creature under direct mental control, such as from possession, charm effects, or compulsion effects like *command* and *dominate person*, the weapon deals nonlethal damage and grants the target a new saving throw against the effect, with a morale bonus on the save equal to the weapon's enhancement bonus. If this save succeeds, the effect is suppressed for 10 minutes. If the target is affected by multiple such effects, the weapon's wielder chooses which effect the target can attempt a second save against. If the target fails this save, the effect is not suppressed and the target is immune to this effect of the same *liberating* weapon for 24 hours.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *break enchantment*, *greater dispel magic*	

Peaceful

PRICE +2 bonus		
SLOT none	**CL** 8th	**WEIGHT** —
AURA moderate enchantment		

A creature that has taken nonlethal damage from a *peaceful* weapon becomes shaken for 1 round each time it deals lethal damage to another living creature. The duration stacks with multiple attacks, but this effect can't cause the affected creature to become frightened (even if it is affected by other fear effects). If the affected creature's nonlethal damage is completely healed, this prevents subsequent attacks from extending the duration of the shaken condition, but doesn't end the shaken condition from attacks already made.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *calm emotions*, *cure light wounds*	

Silencing

PRICE +2 bonus		
SLOT none	**CL** 8th	**WEIGHT** —
AURA moderate illusion		

A *silencing* weapon makes no noise when drawn or when used to attack. In addition, after hitting a creature, the wielder can surround that creature with an aura that muffles all sounds coming from it until the beginning of the wielder's next turn. The target can still hear and speak (including uttering command words or casting spells with verbal components), but is much harder to hear. The DC of Perception checks to hear the sound of battle increases from –10 to 10, as long as the only combatants are the wielder of the *silencing* weapon and targets affected by the weapon's muffling ability.

If the wielder confirms a critical hit with a *silencing* weapon, the target is also encased in a mobile aura of magical *silence* (Will DC 13 negates), which lasts a number of rounds equal to the critical multiplier of the weapon. The save DC increases by 2 for each critical multiplier of the weapon higher than ×2. This *silence* fills the target's space but doesn't extend beyond it.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *silence*	

Slithering

PRICE +1 bonus		
SLOT none	**CL** 11th	**WEIGHT** —
AURA moderate transmutation		

This special ability can be placed only on a melee weapon. A *slithering* weapon can bend and flex when swung at a target, allowing it to fit through narrow gaps and around difficult angles with greater ease and making the weapon difficult to strike. When a *slithering* weapon is used to attack a creature with cover, the target's cover bonus to Armor Class is halved. In addition, the wielder adds the weapon's enhancement bonus to her CMD against attempts to disarm or sunder her *slithering* weapon. If the wielder is squeezing in a narrow space, she takes only half the normal penalty on attack rolls with her *slithering* weapon.

CONSTRUCTION REQUIREMENTS	COST +1 bonus
Craft Magic Arms and Armor, *fluid form*[APG]	

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TRUTHFUL		PRICE +2 bonus
SLOT none	**CL** 11th	**WEIGHT** —
AURA moderate abjuration		

This special ability can be placed only on a melee weapon. A *truthful* weapon unerringly pierces concealment provided by illusions, allowing the wielder to ignore the miss chance provided by illusions such as *blur*, *displacement*, and *invisibility*. Attacks with a *truthful* weapon against a creature affected by *mirror image* or a similar figment always attack the real target. This ability allows the wielder to ignore the miss chance, not to otherwise detect the target. When attacking an invisible creature, for instance, the wielder might still need to guess the target's location.

In addition to its other abilities, a *truthful* weapon functions as a special kind of *dispelling*[UE] weapon against figments and *shadow conjuration* effects; if the wielder makes an attack against such an effect, the weapon automatically attempts to use the stored *dispel magic* against the illusion. If the attempt fails, the wielder is not aware of the attempt, and unless she disbelieves the illusion or the illusion's duration ends, the weapon continues to impart that it is storing *dispel magic* (though she is free to cast *dispel magic* on the weapon again if she has another reason to believe the effect was expended and failed to dispel an illusion).

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *greater dispel magic*, *true strike*	

UMBRAL		PRICE +3 bonus
SLOT none	**CL** 9th	**WEIGHT** —
AURA moderate evocation		

This special ability can be placed only on a melee weapon with a hilt or handle. An *umbral* weapon does not reflect any sources of ambient light and is perpetually cloaked in shadow. It is considered to have concealment for the purposes of attacks or effects directed at the weapon, such as combat maneuver checks made to disarm, steal[APG] or sunder it and *disintegrate* or *rusting grasp*. The wielder gains darkvision 30 feet while grasping the hilt or handle of the weapon, even if the weapon is not drawn.

Upon command, an *umbral* weapon radiates darkness in a 20-foot radius, causing illumination in the area to drop by one step (from bright light to normal light, normal light to dim light, or dim light to darkness). Due to the darkvision granted by the weapon, the wielder's vision is not impaired by darkness created by an *umbral* weapon. The darkness shed by an *umbral* weapon is considered a 2nd-level spell effect for the purpose of comparing its effect to the effects of magical light sources. This darkness suppresses light spells, but can't be used to counter or dispel them. The weapon must be drawn and in the wielder's hand to radiate darkness. The darkness ends immediately if the weapon is dropped, disarmed, sheathed, or otherwise stowed.

CONSTRUCTION REQUIREMENTS	COST +3 bonus
Craft Magic Arms and Armor, *darkness*, *darkvision*	

UNSEEN		PRICE +2 bonus
SLOT none	**CL** 7th	**WEIGHT** —
AURA moderate illusion		

This special ability can be placed only on a melee weapon. Upon command, an *unseen* weapon can be made invisible, including any scabbard, sheath, or similar accessory used to hold the weapon. A careful search will still reveal its presence, but purely visual examination will not. While invisible, an *unseen* weapon causes its wielder to take a –1 penalty on attack rolls unless she has the Blind-Fight feat or is able to see invisible objects. On the first attack made with an *unseen* weapon during a combat, the defender is denied its Dexterity bonus to Armor Class unless it has the Blind-Fight feat, is able to see invisible objects, or is specifically aware that the wielder is using an *unseen* weapon. An *unseen* weapon is considered to have total concealment for attacks or effects directed at it, such as combat maneuver checks made to disarm, steal[APG], or sunder it and *disintegrate* or *rusting grasp*.

CONSTRUCTION REQUIREMENTS	COST +2 bonus
Craft Magic Arms and Armor, *greater invisibility*	

Specific Weapons

The following section includes weapons with unusual powers and magical abilities. Magic weapons can have either abilities that must be activated to function or abilities that work passively and constantly.

Table 6-6: Specific Weapons

Lesser Minor Specific Weapons	Price
Dart of recovery (50)	206 gp
Prying star	646 gp

Lesser Medium Specific Weapons	Price
Serpent's fang	10,302 gp
Courtesan's ire	10,305 gp
Launcher of distraction	10,550 gp

Greater Major Specific Weapons	Price
Mind's eye blade	36,302 gp
Silent sentry crossbow	38,335 gp

COURTESAN'S IRE		PRICE 10,305 GP
SLOT none	**CL** 5th	**WEIGHT** —
AURA faint conjuration and illusion		

Elegant as it is deadly, this *+1 fighting fan*[UE] is under a minor glamer that causes it to resemble a nonlethal fan intended for courtly or social affairs, though the glamer lacks the full protections of the *glamered* weapon quality. Dozens of sharp barbs adorn the top of the fan, typically hidden by the glamer effect. Up to three times per day as a standard action, the wielder can cause these blades to shoot forth,

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dealing 3d4 points of piercing damage to all creatures in a 15-foot cone (Reflex DC 14 half).

As with all fighting fans, the tips of the weapon can be poisoned. Applied injury poison affects all creatures that take damage from the fan's hail of blades, though the save DCs for such poison are reduced by 2 due to the low dosage.

CONSTRUCTION REQUIREMENTS	COST 5,305 GP
Craft Magic Arms and Armor, *disguise weapon*[ACG], *silver darts*[ACG]	

DART OF RECOVERY

PRICE 206 GP

SLOT none	CL 3rd	WEIGHT —
AURA faint conjuration		

This *+1 featherweight dart* (see page 232) is designed to be fired from a small wrist launcher. As with a normal featherweight dart, it deals no damage; it instead administers 1 dose of an applied poison as long as the target doesn't have damage reduction, hardness, or the like. Once the dart has been launched, whether it hits or misses, the creature that fired it can use a swift action to recall the dart to a convenient location, such as the palm of a hand or a pocket, removing the dart from the scene of the attack. The magical recovery of the dart does not prevent it from being damaged, so as with other magical ammunition, it can't be reused.

CONSTRUCTION REQUIREMENTS	COST 106 GP
Craft Magic Arms and Armor, *apport object*[OA]	

LAUNCHER OF DISTRACTION

PRICE 10,550 GP

SLOT none	CL 6th	WEIGHT 2 lbs.
AURA moderate illusion		

Twice per day, as a swift action when the wielder of this *+1 heavy wrist launcher* (see page 232) makes an attack with the weapon, he can have the launcher make no sound, and can instead create a false sound of a crossbow being fired from another location within 40 feet of him. In addition, for 6 rounds, any auras upon the wielder that would normally be revealed by divination spells, such as *detect* spells, are redirected to the same location as the crossbow sound.

CONSTRUCTION REQUIREMENTS	COST 5,550 GP
Craft Magic Arms and Armor, *ghost sound*, *misdirection*	

MIND'S EYE BLADE

PRICE 36,302 GP

SLOT none	CL 10th	WEIGHT 1 lb.
AURA moderate enchantment		

The hilt of this ornate *+2 dagger* is engraved with a depiction of a human clutching the sides of her head. When a creature takes damage from the blade, its mind rejects the presence of the wielder. The blade's wielder gains concealment (20% miss chance) against the damaged creature's attacks for 1 round. Multiple hits don't further increase the concealment effect or its duration. This is a mind-affecting effect.

Three times per day, when the wielder of a *mind's eye blade* performs a coup de grace or sneak attack against an opponent, the wielder immediately receives a piece of information from the target's mind. The target can attempt a DC 16 Will save to negate this effect. The target can then attempt a DC 21 Bluff check; if it fails, the wielder gains the information she desires. If the target succeeds at its check, the wielder gains no information. If the target succeeds by 5 or more, however, it can choose what answer to provide, and the wielder believes that answer to be true. Subsequent attempts to gain the same piece of information from the same creature yield the same result. If the wielder doesn't specify the piece of information she wishes to retrieve, the GM determines what information she learns.

CONSTRUCTION REQUIREMENTS	COST 18,302 GP
Craft Magic Arms and Armor, *mind probe*[OA]	

PRYING STAR

PRICE 646 GP

SLOT none	CL 9th	WEIGHT 1/10 lb.
AURA moderate divination and illusion		

Eight sharp points jut from the circumference of this eye-shaped *+1 shuriken*. Once thrown, as long as the target cannot see the user or detect her through other senses, the weapon is completely imperceptible to the target creature (except via *true seeing*). If a *prying star* strikes a target and would normally deal damage, it instead embeds itself in the target and functions as a magical sensor that can see 30 feet (normal vision only) in all directions. The sensor is invisible and has no discernible magical aura. If the attack misses or the damage is entirely negated by damage reduction, the target becomes aware of the attack as normal.

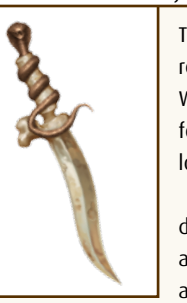
When the character who threw the *prying star* closes her eyes, she can view what the sensor can see, provided the sensor remains on the same plane of existence. The sensor remains active for 9 minutes, after which the *prying star* vanishes without a trace.

CONSTRUCTION REQUIREMENTS	COST 326 GP
Craft Magic Arms and Armor, *invisibility*, *magic aura*, *silence*, *vicarious view* (see page 229)	

SERPENT'S FANG

PRICE 10,302 GP

SLOT none	CL 9th	WEIGHT 1 lb.
AURA moderate conjuration		



The brass hilt of this curved *+1 dagger* resembles a snake coiled around a bone. When a new user unsheathes the dagger for the first time, the weapon lets out a long, ominous hiss.

When the user places the tip of the dagger in a vial of injury poison, the dagger absorbs the dose of poison and stores it in an extradimensional space. The stored toxin retains its save DC, effects, and all other properties. The dagger can hold a maximum of 5 doses of poison.

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As a swift action, the user can whisper the name of one of the poisons stored in the dagger, releasing the poison from its extradimensional space onto the blade of the dagger. When poisoning the dagger in this manner, the wielder can't accidentally poison himself, though he still poisons himself if he rolls a natural 1 on an attack roll.

CONSTRUCTION REQUIREMENTS	COST 5,302 GP
Craft Magic Arms and Armor, *secret chest*	

SILENT SENTRY CROSSBOW

PRICE 38,335 GP

SLOT none | **CL** 9th | **WEIGHT** 2 lbs.

AURA moderate conjuration

Popular with assassins and vigilantes due to its ease of concealment and lack of need for ammunition, this durable *+2 endless ammunition*[UE] *light crossbow* is crafted from wood blackened over an alchemically treated fire. When used in conjunction with the Stealth skill, the *silent sentry crossbow* reduces the penalty imposed by sniping by 5.

Three times per day, the wielder can fire two invisible magical bolts that deal no damage. These bolts must each be fired at a solid surface, into which they embed themselves. As long as both bolts have an unobstructed line between them, no longer than 180 feet, they create an invisible 1-inch-wide line between themselves. The wearer is mentally alerted anytime a visible Tiny or larger creature passes through this line, and gains a vision of the creature's appearance. Creatures that can see invisible objects can see the line, and if they recognize it for what it is, they can duck under it or leap over it, thus avoiding detection. The bolts last for 6 hours before they dissipate.

CONSTRUCTION REQUIREMENTS	COST 19,335 GP
Craft Magic Arms and Armor, *alarm*, *minor creation*, *silence*	

Rings

Rings bestow magical powers upon their wearers. Anyone can use a ring, but a character can gain the benefits of only two magic rings at a time.

TABLE 6-7: RINGS

Greater Minor Ring	Price
Communique ring	6,000 gp
Greater Medium Ring	**Price**
Rings of bondage	18,200 gp
Swarmwalker's ring	26,000 gp
Lesser Major Ring	**Price**
Rings of bondage, greater	42,000 gp
Greater Major Ring	**Price**
Ring of the shadow victim	101,000 gp

COMMUNIQUE RINGS

PRICE 6,000 GP

SLOT ring | **CL** 6th | **WEIGHT** —

AURA moderate transmutation

Created in pairs, these simple golden rings allow for short-range communication between the wearers. The listed price and cost are for both rings. As long as the wearers are within 1 mile of one another, they can communicate by whispering, causing the other ring to whisper the words to the recipient. Words spoken into or recited by a *communique ring* can be heard by nearby creatures if the wearer speaks too loudly. A *communique ring* transmits sound only while worn, and a wearer can remove the ring if she needs to be silent. Only magical silence or distance will block this communication, and wearers can speak through walls and other obstructions normally. The rings pick up only sound directly spoken into them by the wearer with the intent to transmit, not ambient sounds or the voices of other creatures.

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Forge Ring, *message*	

RING OF THE SHADOW VICTIM

PRICE 101,000 GP

SLOT ring | **CL** 7th | **WEIGHT** —

AURA moderate illusion

This smooth, lusterless gray ring is crafted of dark glass and has the image of a body carved into its band. Once per day, the wearer of this ring can perform a complex mental and verbal ritual, repeatedly whispering the ring's command word, while touching any humanoid corpse that has been dead for less than 1 week. The creature must have had 7 Hit Dice or fewer in life. This ritual can be as short as 1 round or could last up to 24 hours. It requires both total focus and constant contact between the ring, the wearer, and the target corpse. Interruption of any kind spoils the ritual, requiring the wearer to begin anew. The wearer of the ring chooses how long this ritual will last, but that decision must be made before she begins the ritual.

On the ritual's completion, an illusory duplicate of the creature touched—partially real and formed of animate ice cloaked in magical shadow—springs into existence. This functions as *lesser simulacrum* in all ways unless stated otherwise. The wearer of this ring gains a +10 bonus on the Disguise check when performing this ritual. The shadow creature appears in all ways to be hearty and full of life, equipped with all of the gear and clothing that was carried or worn by the corpse throughout the ritual. At the same moment the shadow creature is completed, the targeted corpse and all of its attendant equipment vanishes, melting away like snow.

The false creature brought into existence by the *ring of the shadow victim* has the same base ability scores, type, and subtype as the targeted corpse. It appears in all ways to be the same individual as the corpse touched, and it retains the general personality, attitude, abilities, and intellect of that creature. However, this duplicate doesn't possess any memories that

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the wearer of the ring doesn't also possess, has no spell-like or supernatural abilities, can't use activated extraordinary abilities, can't gain the benefits of healing, can't gain levels or increase its abilities, and can't have more than 3 Hit Dice.

This false creature behaves much like the target did in life, except it has a starting attitude of helpful toward the ring's wearer and is generally willing to assist the wearer in any endeavor. The shadow creature will take nearly any action to aid the wearer of the ring, including dangerous, foolish or suicidal actions. This semi-illusory creature remains in existence for a duration equal to 7 × the length of the initial ritual that created it, until the wearer removes the *ring of the shadow victim*, until the wearer activates the ring again, or until the creature is destroyed by violence, whichever comes first. At that time, the duplicate vanishes and the original corpse, unchanged from when the initial ritual was completed, appears in its place.

CONSTRUCTION REQUIREMENTS	**COST** 50,500 GP
Forge Ring, *alter self*, *gentle repose*, *lesser simulacrum*[UM]	

RINGS OF BONDAGE

PRICE 18,200 GP

SLOT ring | **CL** 7th | **WEIGHT** —

AURA moderate enchantment

These rings are forged in pairs, establishing a mental connection between the two creatures wearing them, designating one as the master and the other as the servant. The listed price and cost are for both rings. Creatures wearing *rings of bondage* can understand one another's speech. The wearer of the master ring gains a +6 competence bonus on Sense Motive checks against the servant and is continuously aware of the location and general condition of the wearer of the servant ring, as the *status* spell.

In addition, once per day, the wearer of the master *ring of bondage* can impose her will upon the wearer of the servant ring, compelling the servant to perform or refrain from an action as if subjected to a *lesser geas* (Will DC 16 negates). Alternatively, this effect can be executed as a contract between the wearers: as long as the wearer of the master ring is a valid target for *lesser geas*, she can accept a *lesser geas* dictated by the wearer of the servant ring. In such an event, neither wearer is entitled to a saving throw and both are compelled by the *lesser geas* to fulfill the terms of the agreement. If the wearer of the servant ring is unwilling to agree to such a contract, she can always select a *lesser geas* such as "remove the *lesser geas* from me."

As long as a *lesser geas* imposed by a *ring of bondage* remains in effect, neither ring can be removed. If either ring is destroyed, the effects of the *lesser geas* remain in place, but the surviving ring can't create a new *lesser geas* until the missing ring is repaired or replaced. If a mutual *lesser geas* is accepted and one *lesser geas* is ended, both *lesser geas* effects end simultaneously.

A target can have a *ring of bondage* forcibly placed on its finger, but only if that creature is helpless.

CONSTRUCTION REQUIREMENTS	**COST** 9,100 GP
Forge Ring, *detect thoughts*, *lesser geas*, *sanctuary*, *share language*[APG], *status*	

RINGS OF BONDAGE, GREATER

PRICE 42,000 GP

SLOT ring | **CL** 11th | **WEIGHT** —

AURA moderate enchantment

These specialized rings function as *rings of bondage*, but a command imposed by the wearer of the master ring (including a mutual agreement affecting both wearers) takes 10 minutes to activate, is permanent, and functions as *geas/quest,* except a DC 16 Will save still negates it.

In addition, the wearer of the master ring gains a continuous *sanctuary* (DC 16) effect against the wearer of the servant ring, with a save required for every attack the servant makes against the master (including area attacks, but no save is required when directing allies or controlled creatures to attack the wearer); a failed save prevents only that single attack. Each time the servant successfully attacks the master, he must succeed at a second DC 16 Will save or be affected as *bestow curse*.

CONSTRUCTION REQUIREMENTS	**COST** 21,000 GP
Forge Ring, *bestow curse*, *detect thoughts*, *geas/quest*, *sanctuary*, *share language*[APG], *status*	

SWARMWALKER'S RING

PRICE 26,000 GP

SLOT ring | **CL** 7th | **WEIGHT** —

AURA moderate conjuration

This shining, ash-white ring of bone is crafted to look like countless interlocking rat fangs, set with a dozen dark, garnet eyes like those of albino sewer-hunters. The wearer of this ring can utter a command word to call forth 1d3 rat swarms within 40 feet. These swarms each act immediately and vanish after 7 rounds. They are independent and not under the wearer's control, though the wearer is immune to the effects and attacks of any swarm created through use of this ring.

Alternatively, upon command, the ring's wearer can use *dimension door*. This magical transportation must begin and end in a square that includes a swarm summoned by use of this ring.

This ring's abilities can be used a total of three times per day, in any combination. An urban druid (*Pathfinder RPG Advanced Player's Guide* 101) wearing this ring can gain one additional use per day by expending three daily uses of her wild shape ability.

CONSTRUCTION REQUIREMENTS	**COST** 13,000 GP
Forge Ring, *dimension door*, *summon swarm*	

Wondrous Items

Wondrous items are diverse. Some must be worn in a specific magic item slot in order to work, while others must merely be possessed or utilized. "Wondrous items" is a catchall category for anything that doesn't fall into other groups such as weapons, staves, and so on. Anyone can use a wondrous item, unless the item specifies otherwise.

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There are two main categories of wondrous items: slotted and slotless. Slotted items take up a magic item slot, and must be worn by those who want to benefit from them. Slotless items are often use-activated or triggered by a command word.

Table 6-8: Wondrous Items

Least Minor Wondrous Items	Price
Raucous canard	100 gp
Glittering trinket	120 gp
Accent pill	300 gp
Quick-change mask	650 gp
Polish of inconspicuous armor	750 gp
Shadow hand smoke pellet	800 gp
Murderer's silence	900 gp

Lesser Minor Wondrous Items	Price
Time bomb	1,000 gp
Courier's secure pouch	1,600 gp
Fan of flirting	1,700 gp
Ink of mimicry	1,950 gp
Candle of comity	2,000 gp
Candle of drowsiness	2,500 gp
Coat of pockets	2,500 gp
Pipe of revealing mists	2,592 gp
Ghost needle	3,600 gp

Greater Minor Wondrous Items	Price
Best friend pendant	5,000 gp
Time bomb, greater	6,000 gp
Black marketeer's bag	6,200 gp
Costume bureau	7,000 gp
Coat of the undercity	7,500 gp
Magnificent map	7,800 gp

Lesser Medium Wondrous Items	Price
Monocle of flawlessness	8,750 gp
Best friend pendant, greater	9,000 gp
Codex of conversations	10,000 gp
Gloves of unexpected violence	10,000 gp
Deck of doors	12,150 gp
Mask of stolen mien	17,200 gp

Greater Medium Wondrous Item	Price
Planar parchment	18,000 gp
Vestments of false faith	27,000 gp

Lesser Major Wondrous Items	Price
Memory box	28,000 gp
Gloves of unexpected violence, expert	30,000 gp
Coat of the undercity, greater	37,500 gp

Greater Major Wondrous Items	Price
Parley ward	52,000 gp
Glass of veils	53,000 gp
Private palanquin	63,000 gp
Deadened shadows cloak	63,250 gp

ACCENT PILL

PRICE 300 GP

SLOT none | **CL** 1st | **WEIGHT** —

AURA faint transmutation

This small, white pill has the consistency of a toughened almond. When consumed on its own, an *accent pill* has no effect on the creature ingesting it. To function, the pill must first be coated with the blood or saliva of a living creature. Once coated, the pill turns from white to a dull brown. Consuming a coated pill grants the consuming creature the exact tone and speech mannerisms of the creature whose blood or saliva was used to coat the pill. When used as part of a disguise, it grants the consumer a +15 bonus on Disguise checks to fool a listener into thinking the speaker is the creature whose blood or saliva coated the pill; as with *vocal alteration*[UM], this bonus applies only to someone hearing the voice without seeing the speaker. This effect lasts for 24 hours.

CONSTRUCTION REQUIREMENTS | **COST** 150 GP

Craft Wondrous Item, *vocal alteration*[UM], creator must possess 5 ranks in Craft (alchemy)

BEST FRIEND PENDANT

PRICE 5,000 GP

SLOT neck | **CL** 5th | **WEIGHT** —

AURA faint conjuration and transmutation

This silver necklace holds a miniature gilded cage, meant to rest against the wearer's chest. Once per day as a full-round action, the wearer can absorb a single willing Tiny or Small animal into the necklace. Absorbed creatures appear within the cage as miniature versions of themselves rendered in silver. The animal is effectively in stasis and can't communicate, perceive the world around it, or grant any abilities or bonuses (such as a familiar's skill bonus) while absorbed. Animal companions, familiars, or mounts can enter the cage without problem, but coercing other animals into the cage requires a successful DC 20 Handle Animal check. Only one animal can inhabit the pendant at a time.

The wearer can causes the animal to reappear within 10 feet by speaking a command word and opening the door of the cage as a standard action. A creature can remain within the cage for 48 hours, after which it is forcibly ejected and must wait 24 hours before reentering the cage. If a *best friend pendant* is destroyed, any held animal is immediately ejected and is stunned for 1d4+1 rounds. A creature must be wearing the *best friend pendant* in order to activate the item (for either of its uses), but can freely remove or don the item while an animal is stored within.

CONSTRUCTION REQUIREMENTS | **COST** 2,500 GP

Craft Wondrous Item, *apport animal*[OA], *reduce animal*

BEST FRIEND PENDANT, GREATER

PRICE 9,000 GP

SLOT neck | **CL** 7th | **WEIGHT** —

AURA moderate conjuration and transmutation

Made of finely wrought platinum, this neckpiece is an improved version of a *best friend pendant*. In addition to the

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regular abilities of a *best friend pendant*, this version can absorb Medium and Large animals as well as Tiny or Small elementals, magical beasts, and outsiders. Elementals, magical beasts, and outsiders don't require Handle Animal checks to be made willing to enter the necklace, but might require other forms of coercion at the GM's discretion.

CONSTRUCTION REQUIREMENTS	**COST** 4,500 GP
Craft Wondrous Item, *dimension door*, *reduce animal*	

BLACK MARKETEER'S BAG

PRICE 6,200 GP

SLOT none	**CL** 9th	**WEIGHT** 3 lbs.
AURA moderate abjuration and conjuration		

This simple leather belt pouch can carry a small amount of ordinary gear and objects, as a normal container of its kind. In addition to this ordinary pouch, a *black marketeer's bag* contains three separate extradimensional spaces, identical in size and function to the smaller side pouches in a *handy haversack*. Each compartment requires a separate command word to access. A creature that knows the command words can access each hidden compartment without disturbing the contents of the bag itself. A creature opening the *black marketeer's bag* without first speaking one of the command words sees only the ordinary contents. A *black marketeer's bag* does not radiate magic (as per *magic aura*).

When a creature attempts to remove a *black marketeer's bag* from its bearer without permission, such as with a steal[APG] combat maneuver or Sleight of Hand check, the would-be thief must succeed at a DC 13 Will save or be compelled to instead place a random item it is holding in its hand (if any) into the bag and then immediately forget the previous round, as per *memory lapse*[APG].

CONSTRUCTION REQUIREMENTS	**COST** 3,100 GP
Craft Wondrous Item, *alarm*, *demand offering*[OA], *magic aura*, *memory lapse*[APG], *secret chest*	

CANDLE OF COMITY

PRICE 2,000 GP

SLOT none	**CL** 3rd	**WEIGHT** 1 lb.
AURA faint enchantment		

This tall, blue candle is shot through with swirls of an amber color and puts off a pleasant fragrance similar to honeysuckle when lit. Any creature within 10 feet of the candle gains a +5 bonus on Diplomacy and Sense Motive checks, while at the same time taking a –5 penalty on Bluff and Intimidate checks. These bonuses and penalties apply only on checks against other creatures within the candle's influence. It is a favorite for use during negotiations and parleys. The candle can burn for a total of 8 hours. These hours don't need to be used consecutively, but must be used in 1-hour increments. Once all 8 hours are used, the candle is destroyed.

CONSTRUCTION REQUIREMENTS	**COST** 1,000 GP
Craft Wondrous Item, *calm emotions*, *charm person*	

CANDLE OF DROWSINESS

PRICE 2,500 GP

SLOT none	**CL** 5th	**WEIGHT** 1/2 lb.
AURA faint enchantment		

This simple white candle gives off a pleasing aroma of moonflowers. Any creature within 10 feet of the candle's flame begins to feel drowsy, gradually growing sleepier. Every 10 minutes, each such creature must succeed at a DC 14 Will save or fall into a normal sleep. On each check after the first, a creature takes a cumulative –2 penalty. Even with a successful saving throw, a creature is not aware that it succeeded at its saving throw, though it can potentially deduce the presence of a soporific effect—for instance, if its allies start falling asleep. Extinguishing the flame ends the magical effect but does not wake sleeping creatures. The candle can burn for a total of 3 hours; this duration doesn't need to be consecutive, but must be used in 1-hour increments. Once all 3 hours are used, the candle is destroyed.

CONSTRUCTION REQUIREMENTS	**COST** 1,250 GP
Craft Wondrous Item, *deep slumber*	

COAT OF POCKETS

PRICE 2,500 GP

SLOT chest	**CL** 9th	**WEIGHT** 7 lbs.
AURA moderate conjuration		

This black-and-gray wool coat sports over a dozen pockets on its front alone and even more line the insides. Interdimensional magic causes anything placed in one pocket to immediately appear in another randomly determined pocket. A character wearing this coat gains a +5 circumstance bonus on Sleight of Hand checks to hide a small object on her body. However, if a character wearing a *coat of pockets* places anything in one of the coat's pockets, she must spend a standard action to retrieve it (rather than a move action).

CONSTRUCTION REQUIREMENTS	**COST** 1,250 GP
Craft Wondrous Item, *secret chest*	

COAT OF THE UNDERCITY

PRICE 7,500 GP

SLOT chest	**CL** 5th	**WEIGHT** 5 lbs.
AURA faint transmutation		

This dirty, tattered-looking gray coat would not look out of place wrapped around a drifter or vagrant. When the wearer speaks the command word, the *coat of the undercity* shifts into a wave of clacking chitin, transforming the wearer into a giant cockroach (*Pathfinder RPG Bestiary 2* 58) as *vermin shape I*. This transformation can occur only in an urban environment. The wearer can remain transformed for up to 5 minutes per day. This duration doesn't need to be consecutive, but must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS	**COST** 3,750 GP
Craft Wondrous Item, *vermin shape I*[UM]	

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COAT OF THE UNDERCITY, GREATER

PRICE 37,500 GP

SLOT chest | **CL** 9th | **WEIGHT** 5 lbs.

AURA moderate transmutation

This coat functions much like the *coat of the undercity*, except the wearer can transform into a venomroach (*Bestiary 2* 58) as if using *vermin shape II*.

Alternatively, the wearer can take the form of a giant cockroach swarm. This swarm of Tiny vermin has a number of hit points equal to the wearer, uses the wearer's mental ability scores, skills, and saving throws, and gains a +2 resistance bonus on saving throws against mind-affecting effects instead of being immune to them. The swarm otherwise has the same movement, Armor Class, swarm traits, swarm damage, distraction and disease abilities as a typical rat swarm (including the abilities having a DC of 12). While in swarm form, the wearer can't use any of her activated abilities (extraordinary, supernatural, spell-like, or otherwise), cast spells, or use items, although she can end the effect as a standard action.

Either of these transformations can occur only in an urban environment. The wearer can remain transformed for up to 9 minutes per day. This duration doesn't need to be consecutive, but must be used in 1-minute increments.

CONSTRUCTION REQUIREMENTS | **COST** 18,750 GP

Craft Wondrous Item, *vermin shape II*[UM]

CODEX OF CONVERSATIONS

PRICE 10,000 GP

SLOT none | **CL** 5th | **WEIGHT** 3 lbs.

AURA faint divination

At first glance, this book appears to be a nondescript volume filled with blank pages of ordinary paper (though it might instead contain recorded conversations; see below). By speaking the proper command word, the owner can cause the exterior of the tome to appear exactly like another book, changing its size, shape, and color so as to be an exact duplicate of the specified title. Once activated in this manner, the *codex of conversations* begins recording any verbal communication that occurs within 20 feet of it, inscribing the words upon its pages in whatever language they are uttered. If the language being spoken has no written form, the inscription occurs phonetically in whichever language the book's activator specifies. Additionally, the activator can utter an additional command word to cause the text to be recorded in an encoded form that she specifies. Repeating this second command word decodes the script.

The codex can detect and differentiate voices, inscribing each conversationalist's words in a different color of ink, up to a total of eight colors. The book doesn't attribute names to these voices, though the reader might be able to determine who they are through context. If the book hears more than eight different voices, it reuses the eight colors as evenly as possible; two inscriptions with the same color ink could thus be the words of different people. The book continues to record conversations until another command word is spoken or until all 200 pages are full (each page holds about 300 words, or about 2 minutes of conversation). A user might bring the book openly to a meeting in order to accurately record all that is said, or attempt to surreptitiously slip a *codex of conversations* into a target's library, replacing a seldom-used volume with the magical one in the hope of gathering vital information unnoticed.

When a *codex of conversations* is deactivated, it returns to its true nondescript form, but the words it has inscribed remain intact for as long as the user wishes to keep them. Another command word causes the recorded conversations to disappear from the pages of the book, resetting it to be used again. The codex can't record anything other than the spoken word, so it can't inscribe musical notes if a song is sung. It can record verbal components to spells, but the resultant verbiage is not magical and can't be used to cast the spell or be read as a scroll. It can inscribe command words to other magical items when the words are uttered aloud.

CONSTRUCTION REQUIREMENTS | **COST** 5,000 GP

Craft Wondrous Item, *clairaudience/clairvoyance, comprehend languages*, *illusory script*

COSTUME BUREAU

PRICE 7,000 GP

SLOT none | **CL** 9th | **WEIGHT** 175 lbs.

AURA moderate conjuration

This large, oaken bureau has a double-door cabinet that sits atop three horizontal drawers. A user can concentrate on a set of clothing he would like to wear, then open the cabinet or one of the drawers to retrieve a set of magically fabricated clothing matching what he imagined. Clothing created in this way can't have any magical properties other than those listed here, but does provide all benefits based on the type of clothing it is (a cold-weather outfit would grant a +2 bonus on Fortitude saves against exposure to cold weather, for instance). The bureau can't create armor.

The clothes fade to worthless scraps after 24 hours, as do any pieces separated from the whole (such as buttons, buckles, gem adornments, or strips torn off as bandages). The *costume bureau* can generate a total of four sets of clothing per day—one from the wardrobe and one from each of the three drawers.

CONSTRUCTION REQUIREMENTS | **COST** 3,500 GP

Craft Wondrous Item, *fabricate*, *minor creation*, creator must have at least 5 ranks in Craft (clothing) or Profession (tailor)

COURIER'S SECURE POUCH

PRICE 1,600 GP

SLOT none | **CL** 1st | **WEIGHT** 2 lbs.

AURA faint transmutation

A *courier's secure pouch* appears as a typical soft-sided leather satchel with a shoulder strap and a fold-over flap with a buckle that can be fastened to seal documents inside. The pouch allows for the safe transport of important, sensitive, or secret documents from one place to another with minimal risk of them falling into the wrong hands. When any type of letters, writs, contracts, or even scrolls are placed inside the pouch, the

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buckle is fastened, and the command word is uttered, the pouch seals the documents safely inside, magically protecting them from being removed again. Unless the answering command word is uttered before unbuckling the flap, the magic of the pouch instantly and completely erases all the text, leaving behind only blank pages, as per the *erase* spell. Attempting to cut or otherwise damage the pouch in order to bypass the buckle results in the magical protection taking effect, but the pouch itself withstands damage as normal for a magic item. Attempting to deactivate the pouch's magic without attempting to open it doesn't trigger the erasure. The *courier's secure pouch* can protect five pages of writing. If more pages (or an entire book) are placed inside, only the first five pages are affected. Only paper, parchment, vellum, and similar materials are affected; writing inscribed on wood, stone, or wax are not subject to the pouch's magic.

CONSTRUCTION REQUIREMENTS	**COST** 800 GP
Craft Wondrous Item, *erase*	

DEADENED SHADOWS CLOAK

PRICE 63,250 GP

SLOT shoulders | **CL** 15th | **WEIGHT** 2 lbs.

AURA strong transmutation

Colored a muted gray, this cloak would be nondescript were it not for a single clasp of silver, stylized as a trio of skulls and inlaid with three large blue pearls. By pressing the first pearl as a move action, the wearer causes the illumination level in a 30-foot radius to decrease by one step toward dim light, from bright light to normal light or from normal light to dim light. While active, the cloak also deadens the sounds the wearer makes (as *sculpt sound*). This prevents the wearer from communicating verbally, casting spells with verbal components, speaking command words, and so on. Pressing this pearl again suppresses this effect. This effect lasts for 15 minutes and can be used at will.

The second pearl also requires a move action to activate, and can be activated only while the first pearl is active. Activating the second pearl transports the wearer to the edge of the Material Plane where it borders the Shadow Plane. This functions as *shadow walk*, but only the wearer of the cloak is affected. This ability can be used once per week. While recharging, the second pearl changes color to a gleaming white. Once recharged, it returns to its former dark blue coloration.

The final pearl must be removed from the clasp and dropped as a move action. This breaks the jewel, causing wisps of shadowy vapor to engulf the wearer, granting him the benefits of *shadow body*[OA] for the following 15 minutes. Once destroyed, the third pearl can't be used again.

CONSTRUCTION REQUIREMENTS	**COST** 31,625 GP
Craft Wondrous Item, *darkness, sculpt sound, shadow body*[OA], *shadow walk*	

DECK OF DOORS

PRICE 12,150 GP

SLOT none | **CL** 9th | **WEIGHT** —

AURA moderate transmutation

This set of 54 cards is adorned with designs reminiscent of doors and gates. As a standard action, the user can press a card from the deck against a 5-foot section of a wall. The wall must be nonmagical, can be up to 2 feet thick, and must have hardness 8 or lower. In a flash of silvery light, the card grows into a good wooden door (hardness 5, 15 hp) and embeds itself in the wall for 5 rounds, its appearance matching the style of the surrounding architecture. If the user presses two cards against a wall at the same time, the cards instead turn into a double door for 10 rounds. The door can be opened from either side, allowing passage through the affected section of the wall. When the duration ends, the door peels off the wall and withers into a blank, nonmagical card, leaving the wall intact. When used in an urban chase encounter (*Pathfinder RPG GameMastery Guide* 232), a card from the deck lowers the DC of any one Strength- or Dexterity-based obstacle by 5 for 5 rounds (or 10 rounds if two cards are used).

CONSTRUCTION REQUIREMENTS	**COST** 6,075 GP
Craft Wondrous Item, *minor creation*, *passwall*	

FAN OF FLIRTING

PRICE 1,700 GP

SLOT none | **CL** 1st | **WEIGHT** —

AURA faint enchantment

This fan, a favorite tool of courtiers and courtesans, is usually decorated with a delicate design of flowers or geometric patterns. Once per day, the wielder can use the fan to attempt to completely infatuate a humanoid target, causing it to stare deeply into the wielder's eyes and ignore everything else around it. The wielder utters a command word and holds the fan in front of his face, flourishing it and peering over its top to make eye contact with the target. The target must succeed at a DC 11 Will save or fall under the combined effects of the *hypnotism* and *lock gaze*[UC] spells. The effects last for 5 rounds or until the wielder dismisses it by closing the fan. Afterward, the target is charmed by the fan's user for 1 hour (as *charm person*).

CONSTRUCTION REQUIREMENTS	**COST** 850 GP
Craft Wondrous Item, *charm person*, *hypnotism*, *lock gaze*[UC]	

GHOST NEEDLE

PRICE 3,600 GP

SLOT none | **CL** 13th | **WEIGHT** —

AURA strong illusion and transmutation

This bone needle must be inserted into living flesh (a standard action) to function, dealing the creature 1d4 points of damage and causing it to appear ghostly and translucent for up to 30 minutes, as if using *ghostly disguise*[UM]. If the creature negates

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all the damage (such as with damage reduction), this also negates the *ghostly disguise* effect, as the needle fails to penetrate his flesh.

In addition, as a swift action, a creature with an embedded *ghost needle* can choose to become partially incorporeal until the beginning of its next turn. During this time, the creature can enter or pass through solid objects as though it had the incorporeal special ability, natural weapons or unarmed strikes it uses are treated as if they had the *ghost touch* weapon special ability, and any spell the creature casts is treated as if it had applied the Ectoplasmic Spell[APG] metamagic feat to it. The creature takes 1d4 points of damage each round it spends in this quasi-incorporeal state, and each round spent in this state expends 10 minutes of the *ghost needle*'s duration. If there are fewer than 10 minutes of duration remaining, it can't choose to remain incorporeal. A *ghost needle* crumbles to dust after use.

CONSTRUCTION REQUIREMENTS	**COST** 1,800 GP
Craft Wondrous Item, *ethereal jaunt*, *ghostly disguise*[UM]	

GLASS OF VEILS

PRICE 53,000 GP

SLOT none	**CL** 11th	**WEIGHT** 40 lbs.
AURA moderate illusion		

This looking glass resembles a framed full-length mirror, 5 feet tall and 2 feet wide. A creature that knows the proper commands can operate the mirror in one of two modes.

In its first mode, the mirror stores the reflection of any creature other than the user that comes within 20 feet of the device and sees its own image. A creature not aware of the nature of the device always sees its own reflection. If the creature seeks to avert its gaze in order to avoid looking at the mirror, the probability of a creature seeing its reflection drops to 50%. This mode functions continually until another command word is spoken or until 24 hours pass, whichever comes first.

In its second mode, the mirror can call to its surface any reflection stored via the first mode of operation and bestow that appearance on the activator, as per the *veil* spell, for 24 hours. The stored reflection increases the bonus that its *veil* grants on Disguise checks from +10 to +20. The disguise is always the mirror image of the creature, however, which might reveal to astute observers familiar with the creature that something is wrong (for instance, a mole on the wrong side of the face); this increases the bonus on Perception checks to see through the disguise for creatures intimately familiar with the creature in question from +10 to +25. This mode can be activated up to three times per day, though it can provide only one *veil* effect at a time, so if anyone activates it again before the previous *veil* expires, the first effect ends.

A *glass of veils* can store up to 12 different reflections. If its capacity is exceeded, the reflection that has been stored the longest is erased to accommodate the latest one. With a separate command word, the user can protect an image from being erased, or remove that protection. A *glass of veils* with all 12 reflections protected from erasure can't store new images until he removes the protection from at least one stored image.

CONSTRUCTION REQUIREMENTS	**COST** 26,500 GP
Craft Wondrous Item, *veil*	

GLITTERING TRINKET

PRICE 120 GP

SLOT varies	**CL** 1st	**WEIGHT** 1/2 lb.
AURA faint illusion		

Though actually made of cheap tin and colored glass, this adornment appears to be a beautiful and expensive piece of jewelry worth 1,000 gp. A *glittering trinket* can come in the form of a necklace (using the neck item slot), a bracelet (taking up the wrists slot), a belt buckle (taking the waist slot), or a ring (taking up one ring slot). The trinket's inflated price affects only people's opinion of the wearer. It uses its actual price and cost for any abilities or effects that depend on the item having a certain value. Anyone who physically interacts with a *glittering trinket* can attempt a DC 11 Will save to disbelieve the illusion, and a successful DC 20 Appraise check identifies it as false. Because of these factors, selling the trinket—especially to a merchant—rarely fetches the inflated price.

CONSTRUCTION REQUIREMENTS	**COST** 60 GP
Craft Wondrous Item, *disguise self*	

GLOVES OF UNEXPECTED VIOLENCE

PRICE varies

Standard		10,000 GP
Expert		30,000 GP
SLOT hands	**CL** 8th	**WEIGHT** —
AURA moderate transmutation		

This pair of nondescript gloves comes in a great variety of styles. Some are elegant, suitable for pairing with a tuxedo or evening gown. Others are rugged and fingerless, or appear medical in nature. The gloves, when worn, grant the wearer the Catch Off-Guard feat, even if the wearer doesn't qualify for it.

Expert gloves of unexpected violence also grant the Improvised Weapon Mastery feat.

CONSTRUCTION REQUIREMENTS	**COST** varies
Standard	5,000 GP
Expert	15,000 GP
Catch Off-Guard, Craft Wondrous Item, Improvised Weapon Mastery	

INK OF MIMICRY

PRICE 1,950 GP

SLOT none	**CL** 5th	**WEIGHT** —
AURA faint transmutation		

This vial contains what appears to be ordinary ink. However, when a command word is uttered and then an individual uses the ink to write something, the ink "stores" that person's handwriting style, and can then be used to duplicate it, allowing the creation of a nearly perfect forgery. For example, if a noble was provided the ink for the purpose of signing a writ of arrest, the next person to use the ink could activate its power and scribe a pardon in the exact handwriting of the noble. Such a falsified document perfectly matches the stored handwriting, thus granting a +20 bonus on Linguistics checks to create a forgery (which doesn't stack with any bonus from possessing an original copy of the handwriting in question).

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At the GM's discretion, if the person attempting to detect the forgery doesn't have the appropriate knowledge to look for other clues, such as the type of paper used, the seal, the method of delivery, or the phrasing, the check to detect the forgery automatically fails. The individual being mimicked must inscribe something legible. Doodling, drawing, or random scratching doesn't convey the handwriting style, though simple lists, signatures, or mathematical computations do. The ink can't produce magical writing (spellbook pages or scrolls) unless the forger has the ability to create such writing and is attempting to do so, in which case the magical inscription appears in the mimicked person's handwriting and must be deciphered by *read magic* as normal. The vial contains enough *ink of mimicry* to create 10 pages of forged text. Text written using the ink in the process of storing the writer's handwriting style doesn't count toward the limit.

CONSTRUCTION REQUIREMENTS	**COST** 975 GP
Craft Wondrous Item, *secret page*	

MAGNIFICENT MAP

PRICE 7,800 GP

SLOT none	**CL** 11th	**WEIGHT** 1/2 lb.
AURA moderate illusion		

When inactive, this item looks like a simple roll of tanned leather sized to fit in a map case. A close inspection reveals six faint runes in one corner, and anyone who knows the correct sequence can tap the runes in order to activate the item's magic. Doing so causes a three-dimensional, monochromatic, translucent illusion to spring up—a map in exacting detail of a particular location. If the *magnificent map* is within the area of the map and active, its location appears on the map as a faintly pulsing green light. The map grants a +2 circumstance bonus on Survival checks to navigate the area represented.

An owner who wants to map a new area can activate the *magnificent map* with a different sequence of rune taps to erase any maps stored within and begin automatically mapping the area around it. The map records rooms, corridors, natural features, and large furnishings, but not living creatures or small details such as a bas-relief mural on a wall or the type of lock on a door. This mapping function operates continually, even when the map is rolled up, recording in a 30-foot radius around itself. This lasts until the map is deactivated or moves more than 500 feet from where it was first activated. Consequently, the largest area a *magnificent map* can portray is a sphere with a 1,000-foot diameter. Activating the *magnificent map* again for the purpose of mapping erases the previous map entirely, but the map automatically updates if a feature it has already mapped changes. For instance, if a door is knocked down while the *magnificent map* is present, the *magnificent map* updates its records to show what's in the room beyond. The map must be present (and within 30 feet) to update in this way.

While mapping, the map can penetrate through creatures and thin barriers, but is blocked by 1 inch of stone, a thin sheet of any metal, or 3 inches of dirt or wood. It is not precise enough to show secret doors, hidden traps, or other concealed features. The map ignores temporary magical effects, but records permanent ones, including illusory obstacles. It can't differentiate between illusions and real objects.

A found *magnificent map* usually includes a map of a region left by its previous owner.

CONSTRUCTION REQUIREMENTS	**COST** 3,900 GP
Craft Wondrous Item, *permanent image*	

MASK OF STOLEN MIEN

PRICE 17,200 GP

SLOT face	**CL** 5th	**WEIGHT** 1/2 lb.
AURA faint transmutation		

This grotesque leather mask is sewn together from pieces of faces taken from many humanoids. When the user places the mask against the face of a willing, pinned, or helpless humanoid as a full-round action, the mask's appearance changes to match the face of that creature. This effect functions even if the creature is dead, provided that the creature has been dead for less than 24 hours or has been treated with *gentle repose*. Thereafter, for 24 hours, the mask grants the following abilities to any humanoid creature wearing it.

First, the mask changes the wearer's shape to match that of the creature whose face is stored in the mask, as per *alter self* except she is able to transform into a specific creature and does not gain the listed size bonus to an ability score or the other racial abilities (such as darkvision and scent). The mask duplicates the imitated creature's appearance so accurately that the wearer takes no penalties on Disguise checks for being disguised as different gender, race, age category, or size category, and she gains the usual +10 bonus on Disguise checks from using *alter self*. Second, the wearer can speak any languages the imitated creature knows. Lastly, the wearer's alignment and other auras match the imitated creature, as per *misdirection*, but with no save. When the duration ends, the mask reverts to its ugly, leathery form and can be used again to steal a creature's face. The duration can't be ended early, nor can the mask be used to imitate a new creature while it's still holding a character's visage; however, the wearer can still remove and replace the mask during that time.

CONSTRUCTION REQUIREMENTS	**COST** 8,600 GP
Craft Wondrous Item, *alter self*, *misdirection*, *tongues*	

MEMORY BOX

PRICE 28,000 GP

SLOT none	**CL** 12th	**WEIGHT** —
AURA strong conjuration and enchantment		

This 3-inch cubic puzzle box is coated in dark lacquer and elegantly decorated with gold leaf, mother-of-pearl, and precious stones. Opening the box requires 1 minute and a successful DC 22 Intelligence check, which can be attempted only once per day. The box opens into a nondimensional space, like a *bag of holding*, that can contain up to 2 cubic feet or 20 pounds of material. Even when the box is filled, its weight remains negligible.

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A memory box can store more than just material. Once per day, if the user speaks a command word when the box is open, she can recount one piece of knowledge she possesses to remove that knowledge from her mind, as *repress memory*[OA], and store it in the box. If the user speaks a command word when the box is closed and then opens it within 1 minute, she can mentally review any of her memories that are stored in the box and permanently erase or instantly restore any she wishes. Memories stored in the box can't be restored by other means. Once she closes the box, the user retains the knowledge that the box contains stored memories, but no details regarding which. A creature that has one or more memories stored in the box gains a +12 circumstance bonus on the Intelligence check required to reopen it.

The user can't review stored memories that belong to someone else. Memories that are erased from the box can be restored to their owner only by *break enchantment*, *psychic surgery*[OA], *limited wish*, *miracle*, or *wish*. A memory box can contain up to 12 memories at a time. Storing a new memory when the box is already at its full capacity causes the oldest memory to be erased, regardless of whose memory it is.

CONSTRUCTION REQUIREMENTS	**COST** 14,000 GP

Craft Wondrous Item, *repress memory*[OA], *secret chest*

MONOCLE OF FLAWLESSNESS

PRICE 8,750 GP

SLOT eyes	**CL** 1st	**WEIGHT** —

AURA faint transmutation

With a *monocle of flawlessness* placed over her eye, an artist or artisan is able to achieve consistent excellence, as its faceted lenses magnify and reveal imperfections that she can correct. The wearer of a *monocle of flawlessness* gains a +5 competence bonus on checks with any Craft skill in which she is trained. The wearer can also create masterwork components in half the normal amount of time (when crafting an item, only the time to craft the masterwork component of the item is halved). The monocle's wearer also gains a +5 competence bonus on Linguistics checks to spot forgeries and Perception checks to see through disguises. The monocle further grants its wearer a +2 competence bonus on saving throws to disbelieve illusions, due to her sublime attention to detail.

CONSTRUCTION REQUIREMENTS	**COST** 4,375 GP

Craft Wondrous Item, *crafter's fortune*[APG]

MURDERER'S SILENCE

PRICE 900 GP

SLOT none	**CL** 3rd	**WEIGHT** 1 lb.

AURA faint conjuration

In areas where divine magic is readily available, *speak with dead* has captured many a murderer; this serum was invented by assassins to silence their victims. *Murderer's silence* prevents a corpse from communicating via *speak with dead* by dissolving the victim's vocal organs. To use this item, the thick black liquid must be slowly poured down the throat of the corpse (a full-round action that provokes attacks of opportunity). The following round, the corpse's tongue, vocal cords, and lips deteriorate and the corpse becomes incapable of responding to *speak with dead*. Other means of interrogating the spirit of the departed still function normally. Magic that restores the flesh to a corpse doesn't restore any parts rotted away by *murderer's silence*. This item has no effect on parts of the body other than those listed. The price listed is for a single dose.

CONSTRUCTION REQUIREMENTS	**COST** 450 GP

Craft Wondrous Item, *contagion*

PARLEY WARD

PRICE 52,000 GP

SLOT none	**CL** 11th	**WEIGHT** 2 lbs.

AURA moderate abjuration

This hemispherical dome of jet-black crystal has no discernible markings on its curved surface, but faint runes (including the command word) are visible on the flat side. Three times per week, whenever it is placed flat side down and the command word is spoken, the *parley ward* hums and projects a black dome-shaped field that slowly expands for 1 minute and then finally snaps into place, covering up to a 30-foot-radius area, though the area can be reduced and shaped to encompass the interior of a room or structure (such as a meeting hall or pavilion) in order to make it less obvious to those on the outside. The affected area becomes a protected zone that provides complete privacy, preventing sound, light, and divination and scrying spells from penetrating, as per the *mage's private sanctum* spell. Additionally, the protected zone discourages any creatures within from committing deliberate hostile acts, as though they were affected by the *serenity*[UM] spell (with no save allowed). Each use of the magic of the *parley ward* can function for up to 24 hours, or until the user deactivates it. Once the parley ward is activated, neither the item nor its zone can be moved; attempting to do so deactivates it, consuming one of its 3 weekly charges.

CONSTRUCTION REQUIREMENTS	**COST** 26,000 GP

Craft Wondrous Item, *mage's private sanctum*, *serenity*[UM]

PIPE OF REVEALING MISTS

PRICE 2,592 GP

SLOT none	**CL** 5th	**WEIGHT** 1/2 lb.

AURA faint evocation

A pair of angry, squinting eyes is carved into the bowl of this wooden smoking pipe. The pipe defies any attempts to light it; even when it's unlit, pale wafts of smoke constantly crawl out from the pipe's bowl, despite being unlit. Three times per day as a standard action, the user can inhale the smoke and blow it out in a 30-foot cone.

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While most of the smoke quickly dissipates, a thin layer of it clings to any corporeal invisible creatures caught in the cone. The creatures are revealed as blurred shapes, rather than being invisible, but attacks against them still suffer a 20% miss chance. This effect lasts for 6 rounds.

CONSTRUCTION REQUIREMENTS	COST 1,296 GP
Craft Wondrous Item, *invisibility purge*, *obscuring mist*	

PLANAR PARCHMENT

PRICE 18,000 GP

SLOT none	CL 11th	WEIGHT 1 lb.
AURA moderate conjuration and evocation		

Resembling ordinary paper, *planar parchment* is used when negotiating with outsiders via spells like *planar ally* or *planar binding*. Using the parchment as part of negotiations grants the user a +2 bonus on her Charisma check to coerce the called outsider if such a check is required.

Planar parchment offers some autonomy to outsiders called for longer missions via *planar ally*. The use of *planar parchment* increases the time for a *planar ally* from 1 day per caster level to 1 week per caster level for long-term tasks (without increasing the cost of the payment the outsider requires). An outsider that has its term of service increased in this way isn't bound to the plane to which it was called. After negotiations are complete, it can return to its home plane, but is still required to perform the services it agreed to complete.

Regardless of whether the outsider was called via *planar ally* or *planar binding* magic, the outsider maintains a connection with the *planar parchment* for the duration of its service. Any writings added to the parchment are instantly transmitted to the bound outsider, as a *sending* spell (with no chance of failure if the outsider is on another plane). These words disappear from the parchment 1 hour after being inscribed.

Finally, once an outsider is bound to service with a *planar parchment*, the parchment is inscribed with script visible only to the creature completing the negotiation, or via *true seeing*. Reading this script is a full-round action, akin to reading a scroll. Reading this aloud immediately summons the bound outsider to the location of the scroll.

A *planar parchment* can be used for only one negotiation, and then turns into a nonmagical piece of parchment.

CONSTRUCTION REQUIREMENTS	COST 9,000 GP
Craft Wondrous Item, *planar binding*, *sending*	

POLISH OF INCONSPICUOUS ARMOR

PRICE 750 GP

SLOT none	CL 5th	WEIGHT 1/2 lb.
AURA faint conjuration		

This pungent, tar-black armor polish comes in a small, circular tin. The 1 dose contained in the tin is enough to apply to a single Medium suit of armor or two Small suits of armor. Applying the polish takes 10 minutes, during which time the user must visualize an alternative appearance for the armor to take on, such as a normal set of clothes or another set of armor. After the polish is applied, its noxious scent dissipates and the armor appears the way the user visualized, as the *glamered* magic armor special ability. The armor maintains all properties other than its physical appearance, including weight, armor check penalty, and maximum Dexterity bonus. This effect remains for 24 hours before wearing off.

CONSTRUCTION REQUIREMENTS	COST 375 GP
Craft Wondrous Item, *disguise self*	

PRIVATE PALANQUIN

PRICE 63,000 GP

SLOT none	CL 11th	WEIGHT 500 lbs.
AURA moderate abjuration and transmutation		

This versatile wooden conveyance provides a safe refuge for its passengers, free from the prying eyes of others. A *private palanquin* can be commanded to change its appearance, including not only its decorations and appointments but also its physical form, taking the shape of an enclosed litter, two-wheeled cart, four-wheeled light or heavy wagon, carriage, or even a small cabin, though in all shapes it retains the dimensions of a Large object occupying a 10-foot cube. When activated, a *private palanquin* moves on its own, following its passengers' directions, and has the following statistics: **hp** 150; **hardness** 8; **Speed** 40 ft.; **AC** 18 (–1 size, +9 natural); **Attack** none; **CMD** 24; **Fort** +2, **Ref** +2, **Will** +2.

Once per day, a *private palanquin* can be commanded to create a set of illusory draft animals or litter bearers that last for 12 hours or until dismissed. These creatures look, sound, feel, and smell just like real creatures of their type, and they appear to move the *private palanquin*. Up to four Medium creatures (or a single Large creature) can fit inside a *private palanquin,* and creatures inside it are protected from observation, both mundane and magical, as if in a *mage's private sanctum*. The door to a *private palanquin* is locked, as per *arcane lock*, but opens with a command word. If the door is opened without speaking the command word, it triggers an audible *alarm*.

CONSTRUCTION REQUIREMENTS	COST 31,500 GP
Craft Construct, Craft Wondrous Item, *alarm*, *animate objects*, *arcane lock*, *mage's private sanctum*, *veil*	

QUICK-CHANGE MASK

PRICE 650 GP

SLOT head	CL 5th	WEIGHT —
AURA faint illusion		

A wearer can remove this mask as a move action to change his appearance as if using *disguise self*. The effect persists for 10 minutes. A vigilante can instead remove a *quick-change mask* to switch his identity as a move action. If the mask is used in this way, the effect functions just like changing identities normally (except faster), and doesn't have a limited duration. Regardless of which way he is using a *quick-change*

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mask, the user can attempt a Bluff check to create a diversion so he can use Stealth as part of the same move action he uses to activate the mask. The mask dissolves when used.

CONSTRUCTION REQUIREMENTS	COST 325 GP
Craft Wondrous Item, *disguise self*, *eagle's splendor*, *prestidigitation*	

RAUCOUS CANARD

PRICE 100 GP

SLOT none	CL 1st	WEIGHT —
AURA faint transmutation		

Scheming nobles like to use *raucous canards* to spread gossip about their enemies. An inactive *raucous canard* appears to be a small, nondescript piece of rolled-up parchment. Unrolling the parchment allows you to record a messages up to 25 words long. Once you record a message, you can throw the parchment into the air, causing it to animate, sprout small feathery wings, and circle overhead for 10 minutes while loudly repeating the message over and over in a booming voice. Alternatively, you can close the scroll, causing the animation to be triggered the next time someone opens the scroll. After 10 minutes, the *raucous canard* disappears in a small shower of sparks and is destroyed.

CONSTRUCTION REQUIREMENTS	COST 50 GP
Craft Wondrous Item, *animate objects*, *magic mouth*	

SHADOW HAND SMOKE PELLET

PRICE 800 GP

SLOT none	CL 7th	WEIGHT —
AURA moderate conjuration		

This delicate metallic shell contains two sets of volatile alchemical substances, similar to those used in smoke pellets[UE]. When the sphere is broken, the substances mingle and fill a 10-foot cube with a cloud of dark gray smoke that lasts for 1 minute. The user can throw the pellet as a ranged touch attack with an increment of 10 feet. Partially tangible hands of smoke accost creatures in the cloud. These hands attempt to grapple anyone moving through the smoke (CMB +7). Upon successfully grappling an opponent, the hands attempt to maintain the grapple every round until the smoke dissipates.

CONSTRUCTION REQUIREMENTS	COST 400 GP
Craft Wondrous Item, *black tentacles, obscuring mist*	

TIME BOMB

PRICE 1,000 GP

SLOT none	CL 5th	WEIGHT 1 lb.
AURA faint evocation		

A *time bomb* consists of an 6-inch-tall hourglass in an obsidian frame etched with tiny runes. To activate it, the user must uncap one end and place an amount of ground sulfur sand inside. The hourglass can hold as little as 1 minute's worth of sand to as much as 1 hour's worth. Once the sand is inside and the *time bomb* is recapped, the magic is activated. If left undisturbed, after the sand has run down, the *time bomb* explodes as a *fireball* spell dealing 5d6 points of fire damage (Reflex DC 14 half). If an activated *time bomb* is broken, tipped over, or otherwise disturbed before its sand drains completely and it detonates, the magic is ruined. If it is disarmed in this manner without being damaged, the item can thereafter function as a normal hourglass.

CONSTRUCTION REQUIREMENTS	COST 500 GP
Craft Wondrous Item, *alarm*, *fireball*	

TIME BOMB, GREATER

PRICE 6,000 GP

SLOT none	CL 13th	WEIGHT 1 lb.
AURA strong evocation		

A *greater time bomb* functions as a *time bomb*, but deals 13d6 points of fire damage (Reflex DC 20 half).

CONSTRUCTION REQUIREMENTS	COST 3,000 GP
Craft Wondrous Item, *alarm*, *delayed blast fireball*	

VESTMENTS OF FALSE FAITH

PRICE 27,000 GP

SLOT body	CL 8th	WEIGHT 5 lbs.
AURA moderate illusion		

This priestly garment can be commanded to alter its appearance as a standard action, able to reshape itself into ceremonial garb or the everyday habit of a religious functionary of any faith. *Vestments of false faith* are always emblazoned with the holy symbol and colors of the faith chosen by the wearer, and she can disguise an object held in a hand as a holy symbol, censer, candle, or similar item of religious paraphernalia. This change is a visual illusion (glamer) effect akin to *disguise self*.

The wearer of *vestments of false faith* gains a +10 bonus on Disguise checks to impersonate a member of the faith she has chosen (this doesn't stack with *disguise self* and similar effects). She also gains a +5 competence bonus on Use Magic Device checks to activate items that duplicate divine spells or emulate a specific religion or alignment, provided they fit the religion she's imitating. If she uses a magic item to produce the effect of a divine spell, she can make it appear to observers as though she were casting the spell, though a Spellcraft check to identify the spell being cast can identify it as coming from a magic item if the result exceeds the DC by 5 or more.

The wearer's alignment is disguised while wearing *vestments of false faith*, so that it appears identical to that of the deity whose holy symbol she bears, and her aura is as strong as if she had a number of cleric levels equal to her Hit Dice. This primarily affects alignment detection; however, once per day as an immediate action, she can function as if she actually had that alignment when she would normally be affected by an alignment-based effect, such as *blasphemy, chaos hammer, forbiddance,* or an *unholy* magic weapon. This effect persists until the end of the wearer's next turn, after which any non-instantaneous effects (such as smite evil) suddenly revert to having the effects they would normally have on a creature of her true alignment.

CONSTRUCTION REQUIREMENTS	COST 13,500 GP
Craft Wondrous Item, *bless*, *disguise self*, *misdirection*	

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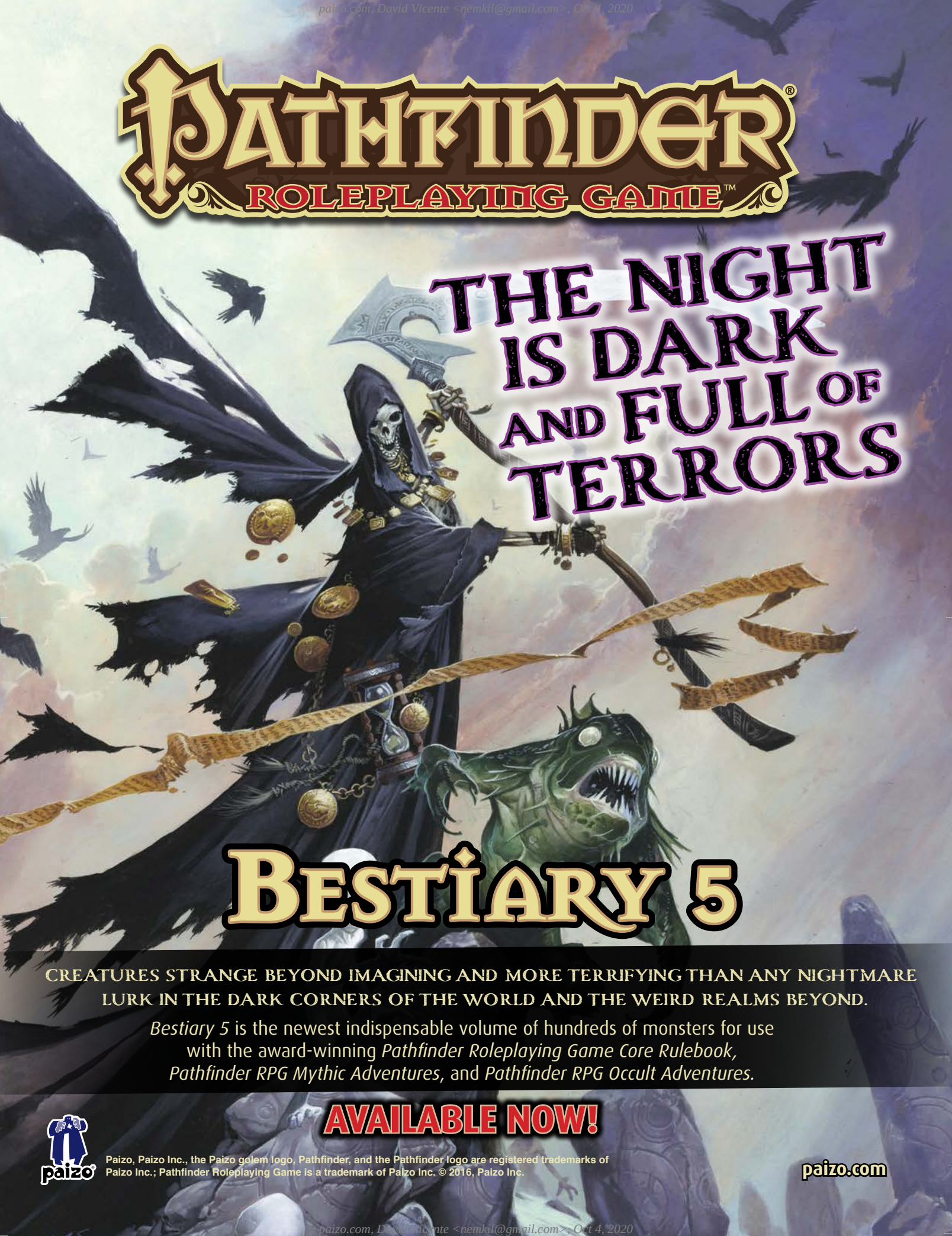

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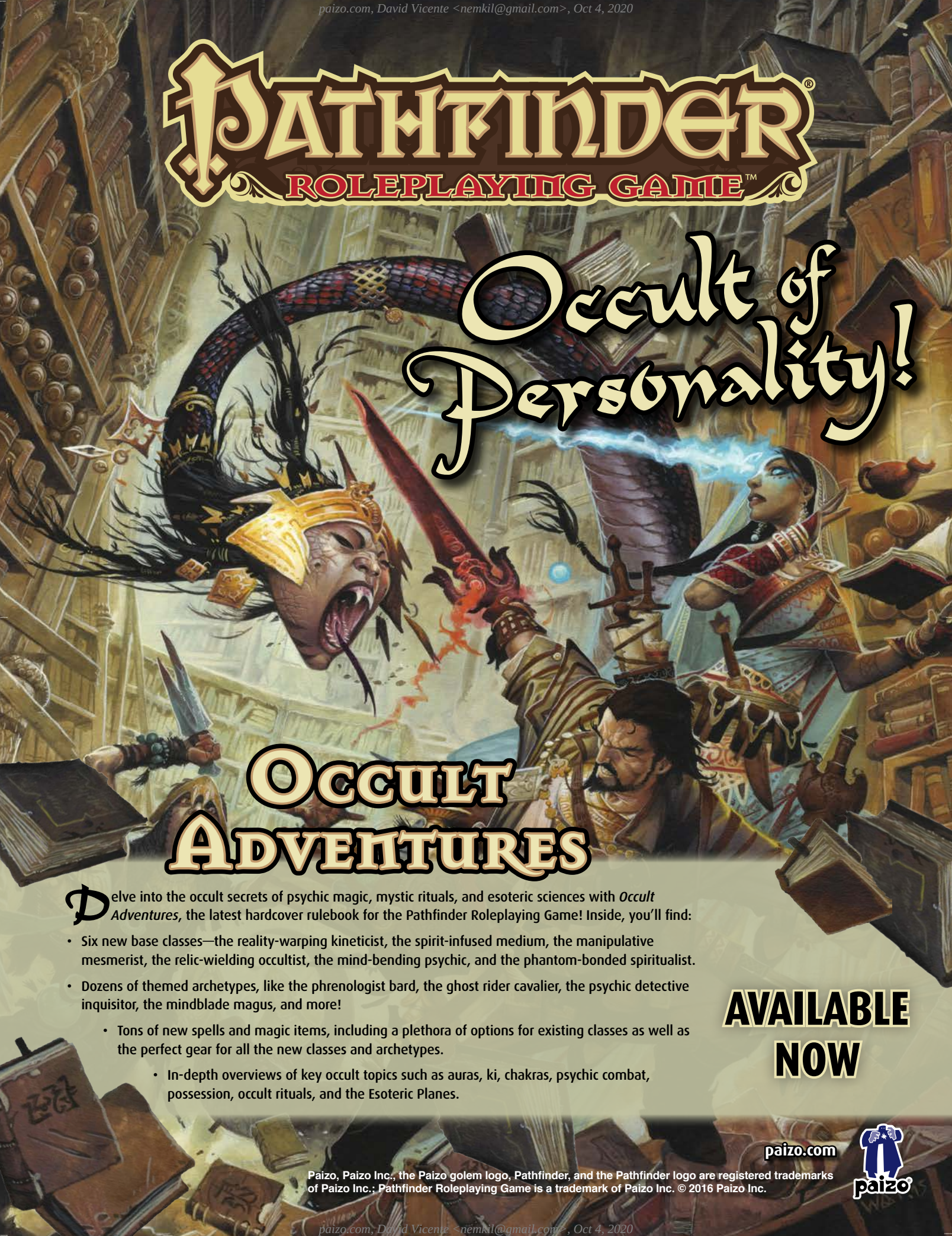

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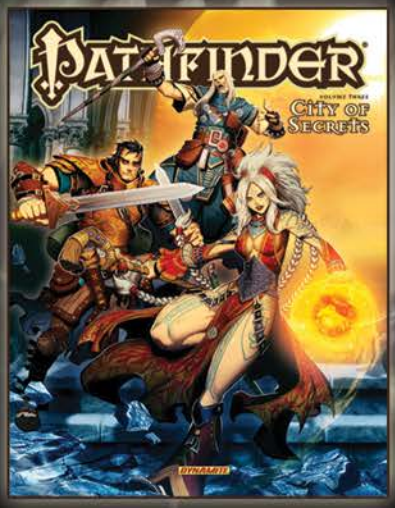

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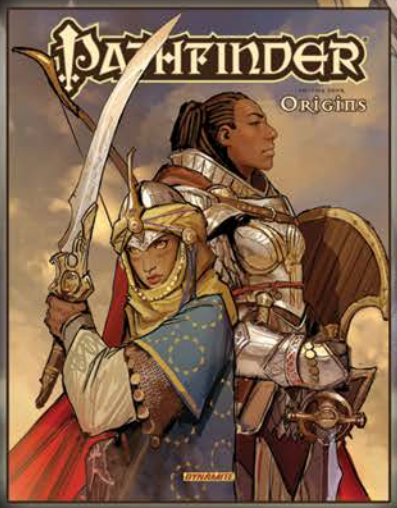

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